STAR TREK
THE NEXT GENERATION®

PLANETS OF THE UFP

SOURCEBOOK

Planets of the UFP

A Guide to Federation Worlds

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DISCLAIMER: While Last Unicorn Games has researched extensively to make this the most authentic *STAR TREK: THE NEXT GENERATION®* roleplaying game possible, the depth of information necessary for a fully-realized roleplaying game is not always revealed during a weekly television show. While we have tried to extrapolate logically within the flavor of *ST: TNG*, some liberties have been taken and players should remember that only the events, characters and places that appear on the show or in films are canon.

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BRIEFING FROM ADMIRAL TELANA KAHOR, STARBASE 416

STARDATE: 51078.6

FROM: ADMIRAL TELANA KAHOR, STARBASE 416

TO: ALL CAPTAINS AND BRIDGE CREWS WHOSE SHIPS ARE OPERATING IN THE VICINITY OF THE PLANET ALDEA (EPSILON MYNOS III)

SUBJECT: CURRENT STATUS OF ALDEA

The purpose of this briefing is to update you on the current situation regarding the world Aldea (Epsilon Mynos III). Those of you unfamiliar with the history of this world should access the more detailed file available through the LCARS system.

Briefly, Aldea should be well known to all of you as a formerly mythical "paradise planet" whose existence had never been confirmed. Thanks to the activities of the *U.S.S. Enterprise NCC-1701-D* on stardate 41509.1, the legend has been proven to be the truth, and Aldea has revealed itself to the galaxy.

This revelation may have profound implications for the Federation, and for the balance of galactic power. The Aldeans' technology is extremely advanced—more advanced, in most ways, than the technology of the Federation, the Romulans, the Klingons, or the Cardassians. We are unaware, at present, how Aldean technology compares to Borg technology, but it remains beyond question that having access to Aldean technology would greatly improve the Federation's chances of defeating a Borg attack.

The Aldean technology about which we have reliable reports includes cloaking technology capable of hiding a planet from our most sophisticated sensors, repulsor beams able to propel a *Galaxy*-class starship many light years away from the planet (in much the same way as a person would swat away an annoying insect), and a supercomputer capable of maintaining an entire planet for centuries. Most Aldean technology is thought-driven—its user merely has to think of what he wishes it to do to make it function correctly. Assuming that the Aldeans can expand the scope of some of their devices, it requires little imagination to see how a common thought-driven sculptor's tool could be turned into a weapon which could ravage entire planets with but a single thought.

The Aldean situation concerns the Federation because the Aldeans have not yet petitioned the UFP for membership nor indicated any interest in an alliance with us. That's the bad news. The good news is that they have not allied themselves with the Romulans or the Cardassians either. According to our latest information, Aldean society is presently undergoing what may very well be its first substantial disagreement in centuries, even millennia. The people are slowly but surely dividing themselves into camps. The largest camp, and the one led by the planet's First Appointee (the Aldeans' leader), favors applying for membership in the Federation. Although I cannot speak for the Federation Council, given the advanced state of Aldea's government and society, I see little reason to deny such an application.

The sharing of technology, implicit in Federation membership, does not sit well with some Aldeans. Some of them wish to use Aldean technological superiority as a tool to thrust Aldea into a position of galactic leadership—a position which, due to its long isolation, the Federation feels it simply is not ready for. Other Aldeans prefer to go into hiding once more and leave the galaxy to its own affairs. The fourth, and fortunately smallest, faction actually favors an alliance with the Romulans. The Empire has managed to convince this small, but vocal, group that the Aldeans would be allowed to keep their technology to themselves if Aldea allies itself with the Romulans.

The Aldeans remain naïve about interstellar politics and require protection from outside threats until the Aldeans develop a skilled political system and sophisticated understanding of Galactic affairs. Therefore it is imperative for all starships in the vicinity of Aldea to maintain a sharp watch for any signs of activity by any threat races, especially the Romulans. Furthermore, Starfleet officers must be prepared to offer any reasonable assistance which Aldea or her people request. We must build up goodwill, establish contacts, and demonstrate to the Aldeans the substantial benefits of Federation membership.

Until such time when the Aldeans can stand on their own, all reports concerning Aldea, particularly those of any Romulan activity in the vicinity of the planet, should be filed at the earliest available opportunity and copied to my office. All officers are ordered to remain informed of the current state of Aldean affairs and the Federation's relations with Aldea, and to do everything within their power to further those relations. Anything less than the Federation's best could easily thrust the Aldeans into the arms of the Romulan Star Empire.

Introduction

"... to explore strange, new worlds ... to seek out new life, and new civilizations ...."

In most *Star Trek: The Next Generation Roleplaying Game* series, the Crew's ship becomes one of the main focal points of an ongoing campaign. The ship, after all, serves as a familiar haven—it acts as both temporary home and on-the-job transport. Without it, the Crew would be hard pressed to accomplish the majority of their duties as Starfleet officers.

The Crew's vessel also provides a backdrop against which many adventures can take place, from strange alien visitors walking its decks to powerful interstellar catastrophes threatening to destroy it. At heart, the ship is a plot device that allows the Crew to get from place to place, much like the horse plays an important role in a good western. Yet there's more to *Star Trek* than what goes on within the confines of a ship. *Star Trek* episodes are about going places, seeing new and unusual things, and meeting new lifeforms. That's why the brave explorers of Starfleet are in space in the first place. Every inhabited planet holds dozens, even hundreds or thousands, of potential adventures and stories waiting to be told.

That's where this book comes in. ***Planets of the UFP*** is your guide to some of the most important, interesting, and exotic planets in the universe of *Star Trek*. The planets described in this book range from major galactic powers, like Earth and the other founders of the Federation, to newly discovered planets like Aldea and Iyar, to planets currently unknown to Starfleet. Whether you're seeking adventure, exploration, or confrontation, there's a planet in here that can offer you what you're looking for.

USING THIS BOOK AS A PLAYER

Planets of the UFP will become a useful resource for both players and Narrators alike. Players will find it most valuable as a source of information about their characters, particularly regarding their species and homeworlds. Want to know about Andorian family life, where Tellarite engineers learn their tricks, or what the Holy Rings of Betazed are and what properties they are said to possess? It's all in this book.

More importantly, ***Planets of the UFP*** provides plenty of background information to inspire you when creating a character. Perhaps you want to play an Andorian who spent summers hunting *alanya* in the great northern polar forest. Or a brash young cadet who spent his first tour of duty on Cestus III during baseball season. Maybe your parents were scientists at Galor IV. With this book, you can add depth to your character's background, or learn more about his homeworld. At the very least, you can pepper your conversation with references to Cherok's Span on Tellar, visiting the Plaza of

Worlds the last time you were on Alpha Centauri, or going *theocondt*-watching on Betazed.

Of course, no book on Federation planets could possibly be complete; over the years, *Star Trek* has visited or mentioned hundreds of worlds. Even for the planets included herein, dozens of details had to be left out. So, if you're a creative person, try adding your own details to these worlds, or even making up your own world and accompanying civilization. You should get your Narrator's permission first, or his approval if you have already done some work, but provided your creations are reasonable and fair, most Narrators will be more than willing to work with you. After all, your efforts help flesh out the campaign setting for them (and, if you've done things the right way, give them a few episode ideas to boot).

USING THIS BOOK AS A NARRATOR

Much, if not most, of this book is written primarily with the Narrator in mind. Planets function in the game primarily as settings for episodes. They serve as platforms for tales of cultural conflict, planetary disaster, and many similar background plots.

Even if the Crew visits a planet only briefly for a single episode, it needs to be an interesting, intriguing, and exciting place. The planets described in this book are intended to be all of those things, but in many cases they go beyond that. Indeed, most of the planetary descriptions are structured to provide ideas or "seeds" for many episodes, both stand-alone adventures and entire series.

You don't have to use a planet just once and then discard it; each world has the potential to offer many episodes' worth of excitement. A world is what you make of it—if all you need are one-shot adventure settings, that's fine, but if you want to develop a series of episodes set on the same planet, the material in ***Planets of the UFP*** lets you do that, as well.

Common Themes

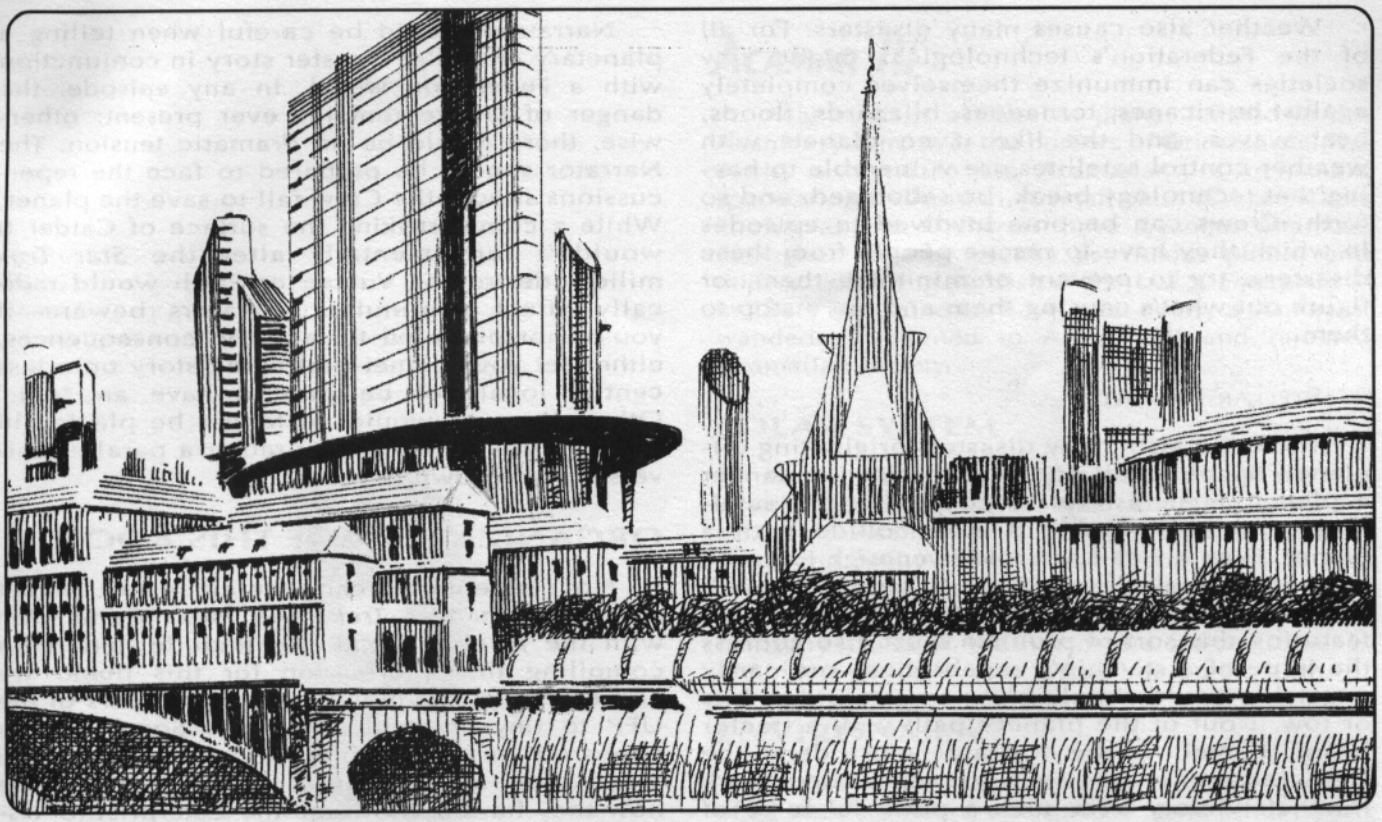
There are a number of themes, events, or situations which tend to recur in episodes based on or around planets. Narrators can employ these "story seeds" effectively by making minor changes in them from episode to episode. For example, rather than using asteroids or comets on a collision course with a planet as your "Planetary Disaster" element, tweak the theme a bit and use, say, an infestation of locusts. Then figure out why the locusts are attacking (Romulan biowarfare or a long-forgotten civilization's buried bioweapons leaking into the water supply), what the Crew has to do to solve the problem (bring in the locusts' natural enemies to gobble them up, or erect an enormous force field to keep them away), and the other obstacles which the Crew has to overcome (mild ion storms which will make erecting a force field and transporting to and from the planet difficult), and you've got the skeleton of a good planet-based episode.

Several common planetary themes appear in the following sections:

People Problems

Most planets the Crew visits will be inhabited, whether by natives, colonists, or scientific research teams. These people are a fertile source of episode ideas. If you have a limited number of people (such as at a small scientific outpost), then scenarios based around interpersonal relationships—such as a murder mystery in which one character's hatred for another drives him to murder—are ideal. So are episodes in which the natives use their knowledge of the terrain and planetary conditions to evade or harass the Crew.

Larger groups of people (say, the population of an entire planet) can become the focus of the episode in several ways. First, the population can be divided against themselves for some reason. In this recurring *Star Trek* theme, the Crew must save the planet's population from themselves, be it a civil war, political factionalism, or Borgia-like intrigue. What seems like a simple (or easily resolved) situation can be complicated



by depriving the Crew of its advanced technology, invoking the Prime Directive, and similar methods.

Second, the populace can be threatened in some manner. This is another common theme in *Star Trek*—the planetary disaster, in which the Crew must save a civilization from outside destruction. The planetary and stellar disasters described below are two ways to do this. Some other ways include attack by an enemy force (either overtly, such as a force of ships with disruptors blazing, or covertly, such as an extensive spy network); plague, genetic abnormality, outbreak of disease, or other widespread medical problem; or a crime wave.

Last but not least, don't forget to bring different races' and planets' unusual local customs into play. One planet or race may seem much like another if you, as Narrator, don't make an effort to differentiate them. In short, use local color to give your game some color, too. Imagine, for example, a human colony where everyone wears masks based on an elaborate mythology, an Andorian colony which tries to emulate the Vulcan devotion to logic and suppression of emotions, or a planet where different sets of laws are in effect depending upon the phases of the planet's three moons. Each of those places is a lot more interesting, and more rife with potential episodes, than another "generic Class M" world.

Narrators can also use their planets in the same way that *Star Trek* does, as a morality play. Alien cultures can embody some element of human nature or a contemporary issue the Narrator finds interesting. The Narrator and Crew can explore these issues during the course of the story.

Imagine a neutral world rich in dilithium crystals, but surrounded by hostile neighbors. This planet invites every major power in the quadrant to mine the crystals—Cardassians, Romulans, Ferengi, Orions, Klingons, and the Federation—in the hope that each will come to the planet's defense should its neighbors attack. Sometimes, it's easier for people to face certain issues as parables. In ***Planets of the UFP***, Nausicaa exemplifies unchecked industrialization, Iyaar takes objectivism to its extreme, and Cestus III represents unbridled optimism. Just be certain to treat the subject with respect, and not as parody; it will only offend.

Planetary Disasters

Planets, for all their seeming solidity and agelessness, are actually prone to a wide variety of problems which Narrators can use as episode engines. Tectonic and seismic activity are perhaps the most common and "picturesque" of such problems. Volcanos can explode, earthquakes can shake buildings into rubble, and sometimes whole planets can begin to come apart at the seams (or cool down inside and die). A civilization or colony based on a planet with these problems either will have adapted to them (by living only in certain areas or developing technology to control them, for example), or will have to be rescued when catastrophe finally strikes.

Weather also causes many disasters. For all of the Federation's technological might, few societies can immunize themselves completely against hurricanes, tornadoes, blizzards, floods, heat waves, and the like. Even planets with weather control satellites are vulnerable to having that technology break, be sabotaged, and so forth. Crews can become involved in episodes in which they have to rescue people from these disasters, try to prevent or minimize them, or figure out what's causing them and put a stop to them.

Stellar Disasters

There are also many disasters originating off-planet. Space is full of things that can endanger a planet. First, asteroids, comets, rogue satellites, and similar objects may collide with a planet. Even a small asteroid is enough to cause vast ecological devastation; a large one will wipe out all life on a planet. However, episodes featuring this sort of problem must also address the issue of a starship's capabilities—ordinarily a starship could simply blow an asteroid to bits or tow it out of the planet's path with a tractor beam. Somehow the Narrator must deny the Crew these easy solutions and make them work for their victory over such a powerful force of nature. Second, and in a similar vein, a planet's satellites—both moons and man-made objects—can be displaced from their orbits and sent crashing to the ground. This is not very different from the asteroid scenario, but may include some additional complications (highly radioactive payloads in an artificial satellite; a colony on the moon).

Finally, a variety of stellar anomalies can cause additional problems for a planet. Suns going nova, nearby stars emitting pulses of radiation strong enough to destroy all life on the planet, cosmic strings, and temporal distortion fields are just a few examples of the many dangers space has to offer a planet.

What makes a planetary or stellar disaster story interesting is the Crew's reaction to the planet's inhabitants, and their reaction to the Crew. What's the point of saving a planet if the Crew never sets foot on it, or never meets with the locals? This is where most of the plot complications rear their heads. Even though a civilization may be in dire need of rescue, a segment of the population might resent, or even oppose, the Federation's help. How do you rescue a civilization from a supernova if its people have no knowledge of other spacefaring cultures? What if the Crew's actions result in unintended consequences? Ultimately, the stellar disaster should bring to the fore some other crucial theme, such as a species' mistrust of outsiders, working together to overcome a common foe, or the needs of the many outweighing the needs of the few. Disaster tends to bring out the best—and worst—in people, no matter what their species.

Narrators should be careful when telling a planetary or stellar disaster story in conjunction with a Federation world. In any episode, the danger of failure remains ever present; otherwise, there would be no dramatic tension. The Narrator should be prepared to face the repercussions should the Crew fail to save the planet. While a comet striking the surface of Calder II wouldn't fundamentally alter the *Star Trek* milieu, destroying Vulcan or Earth would radically affect continuity. Narrators beware—if you're not prepared to face the consequences, either set your planet-destroying story on a less central locale or be sure to have an "out." Otherwise, you would no longer be playing in the *Star Trek* universe, but rather a parallel universe of your own design.

ORGANIZATION OF THIS BOOK

No single book can contain every planet appearing in *Star Trek: The Next Generation* with the level of detail we include herein. In compiling the information for this book, we chose a variety of planets, from members of the UFP to tiny scientific outposts. Some planets appeared in episodes of *Star Trek: The Next Generation*, and this book revisits them, to see how they have fared since the *Enterprise-D* visited them. Narrators can either replay the events shown on the screen, allowing their players to see how their characters would handle the situation, or explore their own story ideas. Other entries were only mentioned in the series, or were created expressly for this book and appear here for the first time.

Some of these worlds are properly spoken of as planets of the Federation—the member worlds and colonies that comprise the United Federation of Planets. Many, though defined as neutrals, are included because they lie within Federation territory (that is, they are not in Klingon, Cardassian, or Romulan space). Future books in the ***Planets of the UFP*** line will present worlds from *Star Trek*, *Star Trek: Deep Space Nine* and *Star Trek: Voyager*. If you don't find your favorite planet—Angel I, Ligon II, Selay—in here, don't despair; there will even be future volumes pertaining to *Star Trek: The Next Generation*.

Unlike other Last Unicorn Games *Star Trek* products, ***Planets of the UFP*** is not divided into chapters. Instead, the book is organized like an atlas, with each planet listed alphabetically for ease of reference. Read through the book from cover to cover, or simply flip to a favorite world. Each entry provides Narrators and players with plenty of information to spark story ideas.

Planets

ACAMAR III

Acamar III is a Class M planet located in the Acamar system, near the borders of Orion space. The world is home to the Acamarians, a humanoid spacefaring civilization. A small band of Acamarians known as the Gatherers have become infamous throughout nearby sectors as vicious pirates and raiders. Following the visit of the *U.S.S. Enterprise-D* in 2366, the Gatherers have, after nearly a century of wandering, returned to Acamar III and rejoined Acamarian society.

SOLAR SYSTEM

Acamar is a G4 V (bright yellow dwarf) star just entering middle age. The system contains four planets. Only Acamar III is Class M and capable of sustaining life. Acamar I and II are Class L, and Acamar IV is a Class J gas giant. A dense asteroid belt between Acamar III and IV and an extensive cometary cloud at the rim of the system stand as reminders of the Acamar system's turbulent birth.

ENVIRONMENT

Acamar III has a standard gravity of 1.3 G, a day of 32 standard hours, and a 382.3 standard-day year. The upper layers of the planet's atmosphere are filled with extensive cloud formations which result in perpetually overcast skies on the surface. The planet has no moons.

Only 30% of Acamar III's surface is covered by water, which is concentrated in two small oceans. The rest of the planet's surface consists of predominantly hilly, rocky terrain, with mountain ranges marking the boundaries of the continental plates. Surface temperatures range from temperate at the equatorial regions to vast expanses of frozen tundra near the poles. The crust of the planet contains extensive deposits of magnesite and other minerals, although the depth of the ore-bearing strata and density of the surrounding crust make extraction difficult.

LOCATIONS

The Wasteland is a vast continent-sized region rendered completely barren by the excesses of Acamarian clan warfare. The extensive use of weapons of mass destruction, particularly biological and chemical weapons, has left the region a parched desert crawling with deadly viruses. The soil has been contaminated by a variety of devastating chemical agents, and is dead at the microbial level. Fused craters mark the positions of former cities in the region. The Wasteland was the final battleground between the clans Shovran and Nalitha, whose genocidal frenzy marked the last great battle of the Clan Wars.

The greatest city of the Shova clan, and the capital city of Acamar III, Toll Shovas is the seat of the Sovereign's government and home of the Ruling

ACAMAR III

Planet Name: Acamar III

Class: M

System Data: Acamar III has no moons.

Gravity: 1.3 G

Year and Day: 382.3/32

Atmosphere: Oxygen-nitrogen-argon; slightly greater than Earth-normal pressure

Hydrosphere: 30% of the planet is covered with water, which is concentrated in two small oceans.

Climate: Temperate but cool near the equator; extensive arctic regions surrounding the poles. Extensive cloud cover usually blankets most of the planet.

Sapient Species: Acamarians (3.7 billion), Gatherers (200,000)

Tech Level: Level Six; particularly advanced in biosciences

Government: Acamar III is ruled by a Sovereign (supreme executive), who is advised by the Ruling Council, an oligarchic body composed of representatives from the various clans.

Culture: A clan-based society with a long tradition of feuds and wars. Today, clans mostly dispute each other in the political arena; interclan violence is rare, though not completely absent or forgotten.

Affiliation: Independent/Neutral

Resources: Magnesite and some other minerals

Places of Note: The Wasteland (a battle-ruined region), Toll Shovas (the capital city), the Govax region (home to Gatherer settlers)

Ship Facilities: None

Council. A Federation ambassador resides in Toll Shovas, at the request of the Sovereign.

The Govax region is a wide plain in the southern portion of Acamar III, bounded on three sides by high mountain ranges. Recently, Sovereign Marouk ceded the entire region to the newly reconciled Gatherers, who are just beginning to colonize the area. The extreme winters in the Govax region and its scarce resources are making resettlement difficult.

HISTORY

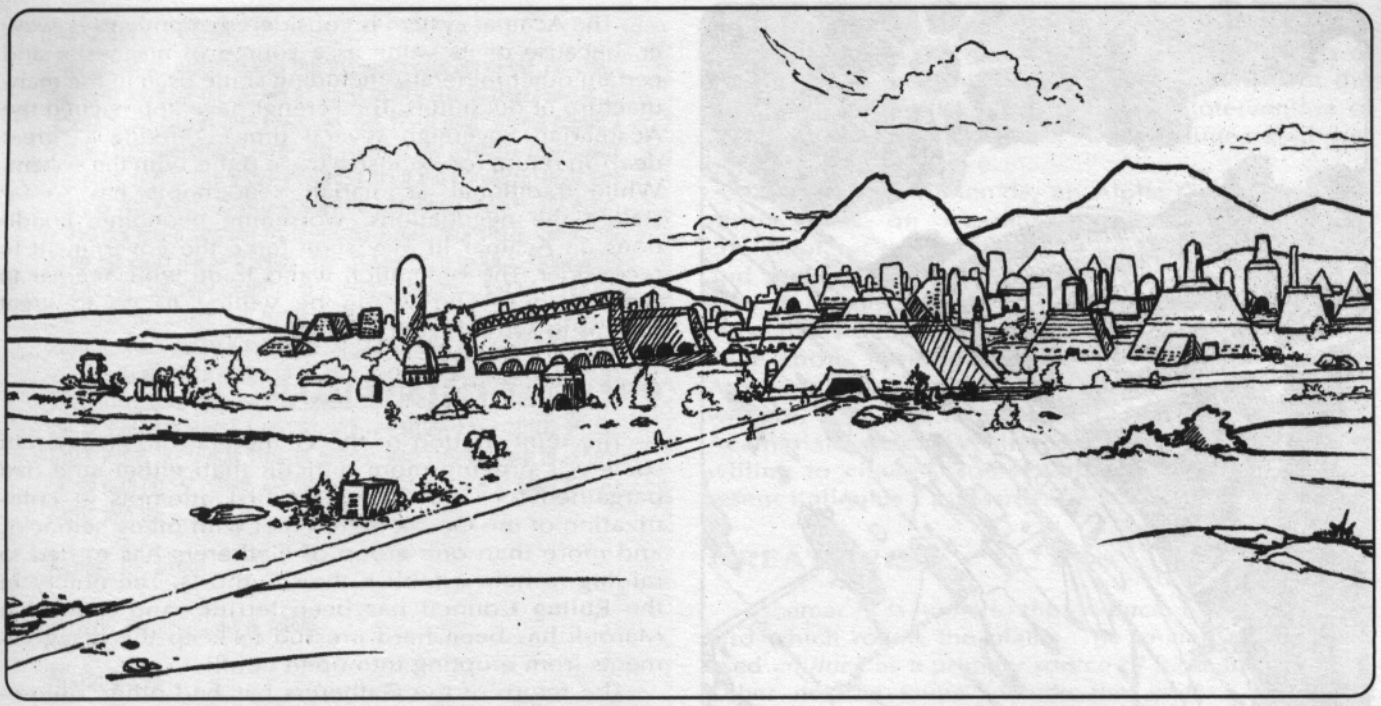
The relatively inhospitable climate of Acamar III gave rise to various nomadic or seminomadic tribes of Acamarians. Scarce resources led to fierce conflicts between tribes. By the time the first Acamarian city-states arose, nearly four thousand years ago, the rigid clan structures which characterize Acamarian society were firmly in place. Over four millennia of recorded history the Acamarians also adopted a rigid caste system, and slowly advanced to an industrial level of technology. Intrigue and open conflict between clans were rife, and short, furious wars were commonplace. The perpetually cloudy skies of Acamar III left the planet's inhabitants with little reason to study the heavens or wonder what might lie among the stars. One hundred seventy-eight years ago, however, the stars came to them.

Acamar's first contact with an extraplanetary civilization came in 2224 when an Orion vessel surveyed the system and noted the extensive mineral deposits on Acamar III. The aliens made peaceful overtures to the Acamarians, pledging eternal friendship and trade. The Acamarians were impressed by the aliens' advanced technology, but were highly suspicious of their motives. The Orions offered the various Acamarian states samples of high technology in exchange for mineral rights. At their current stage of technological development, the Acamarians did not possess the means to mine many of the minerals, so making the concessions posed little problem for them. The clan leaders were particularly interested in the advanced weapons the Orions offered—each hoped to gain a decisive edge against neighboring clans.

The Orions engaged in vast strip-mining operations with serious environmental consequences. As their air and water became polluted, the clan leaders realized what was happening and suspended their various conflicts. They turned all of their efforts to driving the invaders away. The Orions never suspected that the Acamarians would be able to reverse-engineer and duplicate the weapons which they had given them, and totally underestimated the military acumen of a people who had spent millennia embroiled in conflict. The Orions were quickly driven from Acamar III, and, after three years of fruitless attempts to conquer the planet, deemed the venture unprofitable and turned their interests to other worlds like Coridan.

After the expulsion of the Orions, attempts were made to establish an interclan council to unite the clans against any further threats from space. After some initial progress, disputes over the leadership of the council degenerated into feuds and interclan squabbles. A new wave of conflicts began which, thanks to the new technologies available, were more devastating than ever before. The Acamarians refer to the years which followed the end of Orion attempts to conquer them as the Clan Wars. They estimate that close to a quarter of the planet's population perished in the fighting. Medical technology received from the Orions gave rise to great advances in the Acamarians' understanding of genetics and biotechnology, and plague became the ultimate weapon of the clans. The Clan Wars culminated in the mutual destruction of clans Shovran and Nalitha, the most powerful of the Acamarian clan states, and the creation of the Wasteland.

The rest of Acamar III looked on in terror at the devastation the Shovrans and Nalithas had unleashed. Maran, leader of clan Shova, made a desperate appeal to end the conflict, asking why the people of Acamar III were so desperate "to accomplish what the invaders could not." Soon clan Shova, the most pow-



erful of the remaining clans, hammered out a peace settlement. The leader of clan Shova was named Sovereign of Acamar III, and had the responsibility of enforcing the treaty and ensuring peace between the clans. The Ruling Council was formed in 2266, an event commemorated by the Acamarians as "The Reconciliation."

Several clans (most notably the Lornak, who had virtually eradicated their chief rivals, the Tralesta clan) refused to have anything to do with the negotiations, seeing Maran's proposal as little more than conquest by decree. The rebel clans were given an ultimatum: Submit to the new system or leave Acamar III forever. The dissidents opted for banishment. Utilizing the new space technologies acquired in the war with the Orions, the rebel clans left "to gather their fortunes among the stars." The exodus of the rebels, now called the Gatherers, occurred in the year 2268. In the decades that followed, the Gatherers became known as a horde of interstellar parasites. They moved from planet to planet, colony to colony, stealing what they needed to survive.

In 2366, the *U.S.S. Enterprise* visited Acamar III. Captain Jean-Luc Picard was able to convince Sovereign Marouk to reopen discussions with the wayward Gatherers, and after a stormy period of negotiations (which were nearly derailed by the revival of an ancient blood feud between clans Lornak and Tralesta), Marouk and Chorgan, leader of the Gatherers, were able to reach a settlement. By 2368, all of the Gatherers had returned to Acamar III to try to build a new life.

POPULATION

Physically, Acamarians are humanoid, and most easily distinguished from humans by a pronounced vertical cleft in their foreheads and unusual iron-copper composites in their blood. Acamarians favor elaborate facial tattoos which indicate clan and status. The Gatherers also use ritual scarring to supplement their tattoos.

Culturally, the Acamarians are a peaceful people, whose enlightened attitudes arose after centuries of vicious conflict. An individual's affiliation with a clan is the cornerstone of Acamarian society. Clan membership entitles an Acamarian to support from kin, and obligates him to aid, protect, and avenge his clanmates. In recent years interclan conflicts have been confined to the political arena, and arguments in council have replaced massacres and vendettas. Clan affiliation also governs marriage and inheritance. Acamarian society is characterized also by a rigid caste structure. Servants, often members of entire servant clans, defer absolutely to their masters. Every Acamarian knows his position in society, and respects his betters.

Although Acamarians are quick to boast of their achievements and newfound pacifism, subtle reminders of the past remain—high-ranking Acamarians still employ poison-tasters in their retinues, and never travel without bodyguards, for example. Clan animosities are still very much present in the minds of many Acamarians. The murder by microvirus of most of the remaining Lornaks by the last surviving Tralesta, Yuta, amply demonstrates this.

The recently returned Gatherers offer a jarring contrast to conventional Acamarian culture. The Gatherers value personal freedom above all else, and treat each other as equals, deferring to a commander or leader only when necessary. Crude, brash, and often painfully blunt, the Gatherers place little value on social pleasantries. Their long struggle for survival has blurred the clan distinctions among them, and the harsh conditions in Govax have only perpetuated this attitude. The Gatherers' disdain for the Acamarian caste system and rigid clan laws have made them a clan unto themselves since their return to Acamar III.

Technologically, the Acamarians are capable of warp travel, and show a particularly high level of development in biosciences. At the height of the Clan Wars, technologies existed that could create deadly viruses tailored to a specific clan, and genetic manipulation was commonplace. The Clan Wars resulted in the loss or destruction of many of these advanced techniques, but rumors and legends abound of hidden labs and abandoned facilities packed with dormant bioweapons and advanced technologies.

GOVERNMENT

Acamar III is ruled by a Sovereign who wields supreme executive authority. The current sovereign is Marouk of clan Shova. The Shovas have held the post of Sovereign since it was established at the time of the Reconciliation. The Sovereign resolves disputes between clans and sets policy at the planetary level.

The Sovereign is advised by the Ruling Council. The Council is composed of representatives of every Acamarian clan, and serves as the planet's primary legislative and administrative body. Acamar III is divided into regions, based on clan alliances. The government is highly decentralized, with each region seeing to its own affairs.

STRATEGIC IMPORTANCE

Acamar III is far from any Federation border, and as such has never become involved in any conflict or intrigue with the Federation, the Cardassians, or the Romulans.

The Acamar system is considered important, however, because of its value as a source of magnesite and certain other minerals, including some used in the manufacture of duranium. The Ferengi have approached the Acamarian Sovereign several times, offering a "great deal" in return for exclusive trade rights with the system. While traditional Acamarian xenophobia has so far stalled the negotiations, worsening economic conditions on Acamar III may soon force the government to reconsider. The Federation wants trade with Acamar to remain open, and would be willing to go to great lengths to see that it does.

PRESENT CONFLICTS

The reintegration of the Gatherers into Acamarian society is proving more difficult than either side had bargained for. The Gatherers' first attempts at colonization of the Govax region met with many setbacks, and more than one group of Gatherers has turned to raiding to help establish their outposts. The outcry in the Ruling Council has been terrific, and Sovereign Marouk has been hard pressed to keep the disagreements from erupting into open conflict.

The return of the Gatherers has had other, unforeseen effects on Acamarian culture. The youth of Acamar III feel stifled under the rigid caste and clan structures, and see the freedom-loving lifestyle of the Gatherers as an attractive alternative. Disobedience and social protest among the younger generation is on a sharp rise as more and more students and free-thinkers find the courage to protest their elders' decisions. The elite, shocked by the degradation of traditional values, are appealing for firmer social controls and the lessening of the Gatherers' influence. Neither side seems willing to yield.

Finally, some neighboring systems are dismayed by the reunion of the Acamarians. While they welcome the Gatherer truce and the end of piracy and raiding, many, particularly the Tonkians and Artonians, believe that since the Acamarian government has finally recognized the Gatherers, they should take some measure of responsibility for the disruptions caused by the pirates and offer restitution.

On Acamar, old hatreds die slowly. Even though Acamar's clans set aside their differences in the interests of harmony, and have enjoyed a century of peace, the feud between the Lornaks and Tralesta is not the only conflict simmering beneath the surface. Members of the Tandru and Yoma clans continue to harbor ill will toward each other over a social faux pas committed one hundred fifty years ago. Periodically members of both clans engage in vendettas against each other—brief, vicious attacks on lone individuals using a variety of ingenious weapons. The Acamarian Ruling Council deplores the violence, and Sovereign Marouk has offered to heal the breach. There is no telling how and when old rivalries may flare up.

EXPORTS AND IMPORTS

Acamar III exports its mineral resources, trading magnesite and other ores for foodstuffs and manufactured items. Most of the nearby systems have suffered

ASSASSIN PROBE

AN ANCIENT ACAMARIAN WEAPON THAT HAS SINCE FALLEN OUT OF USE, THE ASSASSIN PROBE WAS ONCE THE WEAPON OF CHOICE DURING CLAN WARFARE. SIMILAR TO HUNTER PROBES USED BY THE CARDASSIANS, THIS 12-CM-LONG CYLINDER HOUSED A POISON-FILLED COMPARTMENT, HYPOSPRAY INJECTOR, AND MINIATURE ZERO-GRAVITY GENERATOR. IT POSSESSED A SIMPLE COMPUTER BRAIN AND BIOLOGICAL SENSOR THAT COULD BE PROGRAMMED TO RECOGNIZE SPECIFIC BIOCHEMICAL PROFILES. THE ROBOTIC ASSASSIN WOULD SEEK OUT ITS DESIGNATED TARGET, THEN STREAK TOWARD THE VICTIM AND INJECT HIM WITH POISON. THE ASSASSIN PROBE COULD BE PROGRAMMED TO RECOGNIZE THE BODY CHEMISTRY OF A SPECIFIC INDIVIDUAL, MAKING IT PARTICULARLY EFFECTIVE. A VARIETY OF POISONS COULD BE LOADED INTO THE WEAPON, FROM ANIMAL VENOM TO DEADLY NERVE TOXINS. AFTER DELIVERING ITS DEADLY DOSAGE, THE ASSASSIN PROBE WOULD RETURN TO ITS USER. GIVEN THE SHORT RANGE, ASSASSINS GENERALLY RELEASED THEIR ASSASSIN PROBES NEAR THEIR TARGETS. THIS DEVICE HAS NOT BEEN USED IN ALMOST A CENTURY, AND FEW BELIEVE ANY EXAMPLES REMAIN. OTHER SPECIES USE SIMILAR TYPES OF DEVICES, SOME EVEN DESIGNED TO EXPLODE RATHER THAN DELIVER POISON, AND SEVERAL VARIETIES OF "ATTACK" PROBE SEE RELATIVELY WIDE USE.

RANGE: 100 METERS

SIZE: 12 CM LONG, 0.3 L IN VOLUME

MASS: 0.3 KG

DURATION: 10 HOURS OF CONTINUOUS USE

DAMAGE: A FAVORITE POISON EMPLOYED BY ALL ACAMARIAN CLANS WAS A DEADLY NERVE AGENT KNOWN AS FALA. ONCE INTRODUCED TO THE VICTIM'S SYSTEM, FALA SHUTS DOWN THE CENTRAL NERVOUS SYSTEM. THE ELECTRICAL IMPULSES FROM THE BRAIN THAT KEEP THE HEART PUMPING AND LUNGS BREATHING SIMPLY STOP. DEATH COMES INSTANTLY.

too long at the hands of the Gatherers to bear the Acamarians any goodwill. As a result, Acamar III's interstellar trade is stagnant. The Federation hopes to start trading with the Acamarians soon, but does not want them to become dependent on such trade.

Federation scientists are interested in the life-extending process used by Yuta to exact her revenge on the Lornak clan. Although she appeared to be a woman in her twenties, her rate of aging was slowed using advanced genetics and biotechnology. If scientists could synthesize Acamarian techniques, it could mean extending life expectancies throughout the Federation.

NOTED INHABITANTS

Among Federation citizens, Sovereign Marouk, the current ruler of the Acamarians, is undoubtedly the best known of her people. It was she who negotiated the final settlement with the Gatherers; she now hopes to increase diplomatic relations with the Federation.

The last of the Gatherer High Captains is Chorgan, who led his people back to Acamar III. Chorgan now occupies one of the Gatherers' two seats on the Ruling Council, and is working tirelessly to reintegrate his people peacefully.

Yuta, one of only five Tralestas who had survived the clan's massacre at the hands of the Lornaks, was genetically altered to become an instrument of vengeance. Her aging was significantly slowed, and her physiology was altered to make her a producer and carrier of a microvirus fatal only to members of clan Lornak. Yuta would have killed Chorgan at the negotiating table if not for the timely intervention of Commander William Riker, who disintegrated her before she could strike.

Ambassador Kallen'da, an Alpha Centauran, currently lives on Acamar III. Sovereign Marouk contemplates the possibility of joining the Federation, and seeks guidance from Kallen'da. The ambassador has identified several benchmarks the Acamarians must meet before they would be accepted into the Federation, among them the abolition of the Acamarian caste structure, the repudiation of clan warfare, and full integration of the Gatherers into Acamarian society. While Marouk and her allies are willing to change, some within the Ruling Council resent Kallen'da's assessment.

CREATURES

Acamar III is home to the *cralluck*, a large flightless bird which roams the plains. The ancient Acamarians used *cralluck* as a primary source of food and material. Other notable fauna include the *gryll*, a six-legged mammalian pack hunter, and the *mooshor*, a large burrowing predator which combines the worst features of Earth's polar bear and ant lion. *Mooshor* live in the polar regions of the planet.

Notable Acamarian plants include the *partha*, a green vegetable with large, fleshy roots which is a mainstay of Acamarian cuisine. Various varieties of lichen also figure strongly in the Acamarian diet, including *vorvoss*, the primary ingredient in Acamarian brandy.

CRALLUCK

TYPE: AVIAN GATHERER

SIZE: 500 KG, UP TO 3 METERS TALL

FORM: A LARGE BIRD WITH TWO POWERFUL LEGS AND TWO VESTIGIAL WINGS

ATTRIBUTES: COORDINATION 3, FITNESS 3 (STRENGTH +6), INSTINCT 2 (FEROCITY +1), PRESENCE 3

BASE MOVEMENT: 10M/15M

RESISTANCE: 8

SPECIAL ABILITIES/UNUSUAL SKILLS: NONE

WEAPONS: BEAK 3

DIFFICULTY: MODERATE (6)

DAMAGE: 2D6

DESCRIPTION AND ADDITIONAL NOTES: SIMILAR IN APPEARANCE TO A TERRAN OSTRICH, THE CRALLUCK SERVES BOTH AS A BEAST OF BURDEN AND FOOD SOURCE. ANCIENT ACAMARIANS RODE CRALLUCK INTO BATTLE, AND THEY WERE PRIZED FOR THEIR OBEDIENCE TO COMMAND AND FEROCIOUS NATURE. THEY LIVE ON ACAMAR III'S ROLLING PLAINS, AND LIVE ON A DIET OF INSECTS PLUCKED FROM THE HIGH GRASSES.

EPISODE IDEAS

Friends in High Places: Sovereign Marouk wants Acamar III to join the Federation, and is eager to curry whatever favor she can to ease admission. But her repeated requests for Federation assistance anger some members of the Ruling Council, who may find themselves tempted to take violent action just as the Crew responds to one of the Sovereign's requests. If the Crew does not handle the situation properly, a new clan war could erupt—and even if they handle it correctly, they risk becoming embroiled in local politics. If the Narrator wants to throw in a personal complication as well, perhaps one of the Crew members is mutually attracted to one of the rebellious Councilors.

The Bottom Line: The Acamarians have decided to market their mineral resources aggressively, and are willing to discuss exclusive interstellar trade contracts. The Crew's ship ferries Federation negotiators to Acamar III; Crew members might be called upon to take an active role in the negotiations. Their opponents: a group of wily Ferengi who are willing to resort to unconventional means to win the contract.

Breaking Point: The Crew's ship arrives at Acamar III to help calm local unrest. Tensions between the Acamarians and returned Gatherers have reached the breaking point. The Gatherers claim they have been railroaded into poverty and second-class status by the ruling elite, while the Acamarians decry the violent raids which the Gatherers have resorted to. The younger generation hopes to air its grievances to the galaxy, and claim that the ruling regime constrains its civil rights. All sides blame the Federation for their difficulties. What will Starfleet—and specifically the Crew—do to help?

ALDEA

For centuries, stories of a utopian world where fantastic technology provided for every citizen's needs, freeing them to pursue intellectual and artistic endeavors, spread quietly throughout known space. This world, known as Aldea, remained the galaxy's "Eden," an idyllic paradise lost to history. Until the world's inhabitants decided to reveal themselves, that is.

In the time since Aldea revealed itself to the *U.S.S. Enterprise-D,* the planet has stepped out of the pages of legend and into reality. Now, the planet's inhabitants struggle with their role in the galaxy, the repercussions of their technology, and the future of their world.

SOLAR SYSTEM

Aldea is the third planet of eight planets orbiting the star Epsilon Mynos, a G2 V yellow dwarf. Epsilon Mynos (E.M.) I and II are Class F planets, rocks too close to the sun to support life. E.M. IV is Class L, and could support life should the Aldeans choose to terraform it, while E.M. V through VII are Class J gas giants of varying sizes. The system lacks an asteroid belt or cometary Oort cloud, making it as tranquil as Aldea itself.

ALDEA

PLANET NAME: ALDEA (EPSILON MYNOS III)

CLASS: M

SYSTEM DATA: ALDEA HAS NO MOONS.

GRAVITY: 1.0 G

YEAR AND DAY: 363.75/25

ATMOSPHERE: OXYGEN-NITROGEN; EARTH-NORMAL PRESSURE

HYDROSPHERE: 65% OF ALDEA IS COVERED BY WATER. IT HAS FOUR OCEANS.

CLIMATE: THE CLIMATE OF ALDEA IS TEMPERATE AND MILD EVERYWHERE THROUGHOUT THE PLANET, THE RESULT OF THE ALDEANS' EXTENSIVE WEATHER-CONTROL TECHNOLOGY. EXCEPT WHEN THE PLANET REQUIRES RAIN, EVERY DAY IS WONDERFUL AND SUNNY ON ALDEA.

SAPIENT SPECIES: ALDEANS (APPROXIMATELY 8,400)

TECH LEVEL: LEVEL SIX, AND IN SOME CASES APPROACHING LEVEL SEVEN

GOVERNMENT: PURE DEMOCRACY. ALTHOUGH THE FIRST APPOINTEE, WHO IS ELECTED FOR LIFE, NOMINALLY LEADS THE ALDEANS, ALL IMPORTANT DECISIONS MUST BE PUT TO A VOTE OF THE ENTIRE POPULACE.

CULTURE: FOR CENTURIES THE ALDEANS LED A NEAR-UTOPIAN EXISTENCE, AND DEVOTED THEMSELVES EXCLUSIVELY TO THE PURSUIT OF ART, LEARNING, LEISURE, AND SELF-IMPROVEMENT. THEIR CULTURE FACES MANY CHANGES AFTER THEIR PLANETARY CLOAKING DEVICE FAILED, REVEALING THEM TO THE GALAXY.

AFFILIATION: INDEPENDENT/NEUTRAL

RESOURCES: ALDEA'S MOST IMPRESSIVE RESOURCE IS ITS INCREDIBLY ADVANCED TECHNOLOGY; THE ALDEANS GAVE UP ANYTHING AS CRUDE AS MINING OR AGRICULTURE CENTURIES AGO.

PLACES OF NOTE: CHAMBER OF THE CUSTODIAN, HOUSING THE SUPERCOMPUTER THAT ONCE CONTROLLED ALDEA.

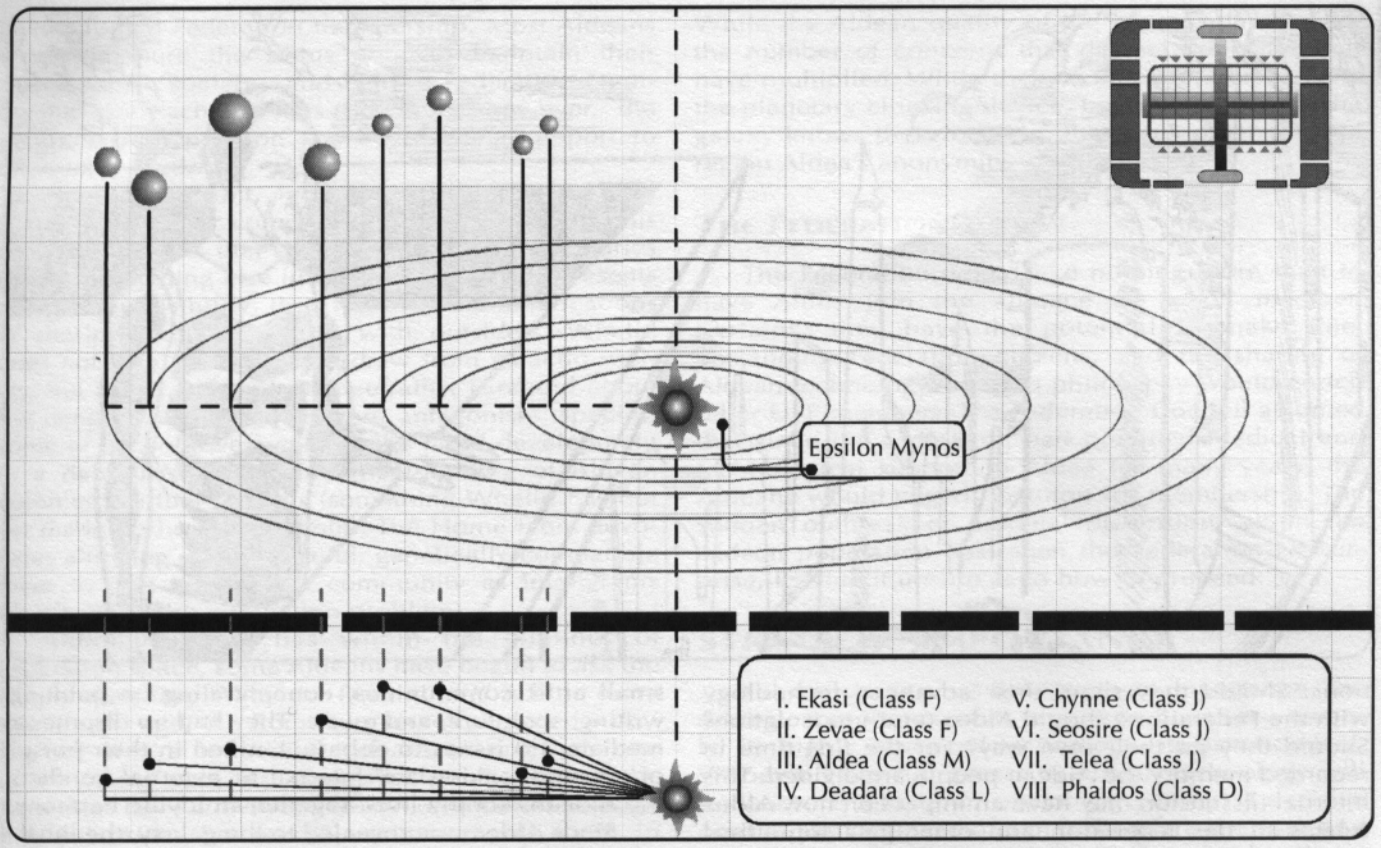
SHIP FACILITIES: NONE

ENVIRONMENT

Aldea's environment befits its reputation as a paradise. Thanks to a sophisticated weather control network that rivals Federation technology, virtually every region of the planet enjoys a mild, temperate climate. Storms occur when and where the Custodian deems them necessary, or the Aldeans desire them. Otherwise, Aldea is near Earth-like, with geographical features ranging from temperate grasslands and woodlands to towering mountains and idyllic tropical islands, and two small, polar arctic regions.

LOCATIONS

On a planet of artists, practically every view is a breathtaking vista waiting to be painted or immortalized in poetry and song. Aldean cities tend to be



small, with few high buildings, so as not to spoil the landscape's natural beauty. Architecturally, Aldean cities blend in well with the surrounding countryside, as though they were a part of nature, using a philosophy similar to Earth's ancient Chinese philosophy of feng shui. These communities are small, numbering no more than a few thousand inhabitants, thanks to generations of sterility (see below).

The most important location on Aldea is the Chamber of the Custodian. This building contains Aldea's guardian supercomputer, known as the Custodian, which once supervised all aspects of Aldean society. Although the Custodian can be accessed from many terminals throughout the planet, this is where its "brain" resides; it can only be dismantled from here.

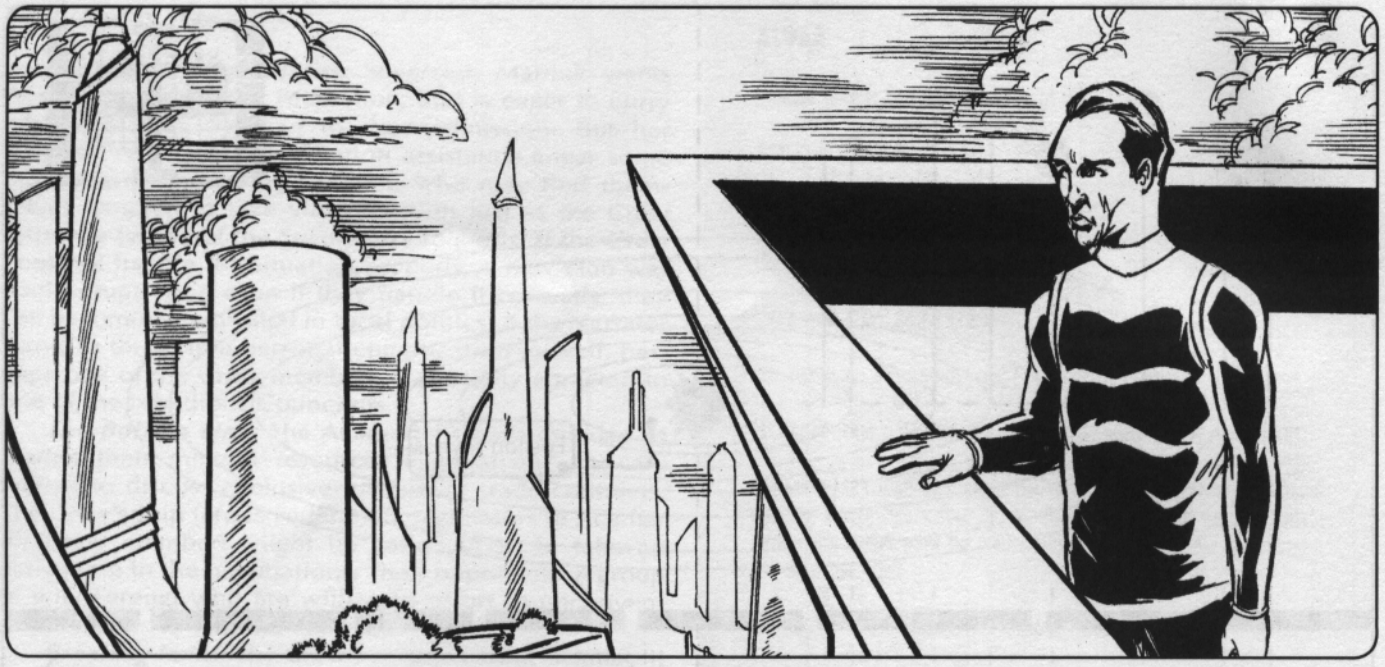
HISTORY

Aldea is a myth come to life. Centuries ago the founders of an idyllic artists' society on the planet Aldea, known as the Progenitors, withdrew from the rest of the universe using highly advanced technology to cloak their world from the eyes and sensors of the rest of the galaxy. During this time legends about the vanished planet grew and spread; it became known as a paradise secreted away from a universe of sinners. Its existence became a myth, a story to fire the imaginations of space explorers.

In truth Aldea lived on under its cloak and for a long while it prospered. Its small population concentrated on artistic and life-affirming activities. There was no war, no discord, no worries. Then a hidden peril slowly began to destroy paradise; the population grew sterile for no discernible reason. The Aldeans, made soft by centuries of health and security, had no doctors or scientists who could solve the problem. They realized that they, and their way of life, would die unless something was done.

In desperation, the Aldeans revealed themselves to a passing Federation starship, the *U.S.S. Enterprise-D*. They kidnapped a number of the *Enterprise's* children, planning to raise them as their own. The crew intervened and retrieved their stolen children, and in the process discovered the source of the Aldeans' problems. The ship's doctor discovered that the Aldeans' sterility was a side effect of the planetary cloaking device, which had destroyed the planet's ozone layer. The *Enterprise* helped dismantle the cloak to allow the atmosphere to heal itself, but the Aldean way of life was changed forever. The years of hiding were over.

Since that time, Aldea has struggled with change. The biggest change has been the sudden influx of Federation scientists, doctors, and diplomats: Scientists from the Daystrom Institute arrived to study the Custodian, terraforming teams showed up to help repair the hole in Aldea's ozone layer, and the Federation's best doctors came to research Aldeans' medical condition. Furthermore, the Aldeans have begun to struggle with their place in the galaxy. Thrust suddenly into 24th century intergalactic affairs, the Aldeans were woefully unfamiliar with the likes of Cardassians, Ferengi, Orions, and the dozens of other alien races interested in a piece of paradise. The Aldeans asked for, and received, Federation help to integrate the Aldeans into life in the galaxy at large. The Aldeans have since become consumed with ques-



tions: Should they share their advanced technology with the Federation? Should Aldea return to isolation? Should they go their own way? For the first time in recorded memory the Aldean people are divided. This internal dissension may have an impact on how Aldea relates to the Federation and other galactopolitical entities.

POPULATION

The Aldeans are a species almost identical to humans, both in terms of outward appearance and the arrangement of inner organs and biochemistry. Due to collapse of their planet's ozone layer, caused by their planetary cloaking device, the Aldeans are all sterile, and have been for years. The population has shrunk to less than 10,000; with the help of Federation scientists the Aldeans seek a solution to this problem.

In addition to the native population, Aldea's population has been bolstered by hundreds of Federation and Starfleet personnel. Scientists from the Daystrom Institute, named for Richard Daystrom (the famed computer scientist of the 23rd century) work to unravel the secrets of the Custodian's construction and programming. Terraforming experts from across the Federation tackle the problem of restoring Aldea's ozone layer. Starfleet Medical sent dozens of doctors and scientists to find a treatment for Aldean sterility. Cultural attachés explore the complexities of Aldean culture. In the interests of fostering close ties, these visitors live side by side with the native inhabitants. Overseeing them all is the Federation advisor to Aldea—William M'benge.

GOVERNMENT

Up until recently Aldea had no government. The Custodian, a sophisticated computer, provided for virtually all the inhabitants' needs, freeing them to pursue their artistic endeavors. The Aldeans lived in small artist communities, concentrating on painting, writing, sculpture, and music. They had no disputes to mediate, no issues to debate. Unified in their pursuit of art, and lacking any internal or external conflicts, the Aldeans simply lived together in idyllic harmony.

Since Aldea was revealed to the galaxy, the inhabitants have had to form a government, if not for themselves, then for the spacefarers who visited them. They instituted a pure democracy, in which all Aldeans have equal say in all important matters. Aldeans elect the First Appointee as their spokesman to the galaxy at large. The First Appointee enacts the will of the people, and has unrestricted access to the Custodian. At first, Aldeans voted in unison on the basis of what was good for the planet, but lately have begun to split into factions.

For the most part the factions meet informally, at occasional "town meetings" where small groups of Aldeans come together to discuss their thoughts on a variety of issues. These meetings, called expositions, were originally a forum for Aldeans to share their intellectual, artistic, and philosophical achievements with their friends and neighbors. In recent years their tone has changed dramatically. Most expositions after the Federation's arrival have dealt exclusively with scientific topics, leaving all other matters aside. Of late, as the Aldeans become thoroughly used to politics, the expositions have turned to discussions about Aldea's future, Federation membership, and whether to share Aldea's advanced technology with outsiders. As a result, the Aldeans have begun to form their own political groups.

The Factions

By far the largest faction, led by the First Appointee, is composed of those Aldeans who desire full membership in the Federation. Immediately after the encounter with the Enterprise, one would have been hard-pressed to find many Aldeans who would

have opposed Federation membership. Most Aldeans want to ensure the status quo—to maintain their quasi-utopian society—and believe Federation membership will achieve this. Recently, however, the pro-Federation position has been losing support to three other factions.

The Home Front, led by a philosopher named Whelin, argues for complete Aldean sovereignty. This group maintains that Aldean technology, centuries ahead of anything else in Alpha Quadrant, represents a huge responsibility; they fret over the ramifications of sharing that technology with outsiders. Whelin does not want Aldea to withdraw from galactic society, but rather to retain its neutrality. Paranoid about the dangers presented by more antagonistic species, some of her followers call for the rapid development of a defense program and the founding of Aldean colonies in other systems (something Whelin has not yet made up her mind about). The Home Front advocates allowing other peaceful, genetically compatible races to join the Aldean community as immigrants (thus solving the population problem).

Although Aldea lies within the confines of Federation space, some Aldeans have begun to ask the simple question, "Why the Federation?" A little more than a year ago, the Romulans secretly opened a dialog with several influential Aldeans, among them one of the planet's greatest poets, Toolan. Since then the Romulans have convinced Toolan, and others through him, that Aldea has much in common with them, in particular a dedication to art and beauty. This pro-Romulan faction believes the Romulans will allow Aldea to maintain its sovereignty and culture, while the Federation becomes increasingly involved in Aldean affairs. The pro-Romulan faction advocates an alliance with the Romulan Star Empire.

The final Aldean faction—the Isolationists—simply wants to withdraw again from galactic society. While the Aldean quality of life has not diminished, the number of concerns that distract their attention have multiplied. While they cannot simply reactivate the planetary cloaking device, because the rest of the galaxy knows their location, they seek other ways to regain Aldea's anonymity.

THE FEDERATION'S VIEW

The Federation would like nothing more than to have Aldea join the alliance as a full member. Certainly they have the potential to make fine, upstanding Federation citizens, and the sharing of Aldean technology, art, and philosophy would enrich other UFP members. The Federation Council assumed that since the Federation had provided medical and technological support to Aldea for many years, the Aldeans would eagerly petition for membership. The sudden outbreak of political dissension within the Aldean population has taken the Federation by surprise, leaving it unsure as to how to proceed.

STRATEGIC IMPORTANCE

Aldea's location has little strategic importance. The strategic importance of its resources, however—namely, its highly advanced technology—is astronomical. Whoever gains full access to Aldean technology will undoubtedly obtain an advantage (perhaps a decisive one) in any conflicts to come. Therefore the eyes and minds of many Federation politicians and military planners are turned toward Aldea.

PRESENT CONFLICTS

The philosophical differences expressed by the various factions are the only conflicts that currently beset Aldea. With so much importance ascribed to

Aldean technology, and the interest it has generated, the planet may soon become the ground for all sorts of contention and strife.

EXPORTS AND IMPORTS

Aldea has no exports or imports to speak of, as it engages in no trade. Aldean technological advances, in a variety of fields, would undoubtedly be a valued commodity

The ancient Aldeans were a truly innovative people of perhaps unmatched genius. Their approach to building tools and defense mechanisms varies significantly from Alpha Quadrant capabilities. One aspect of Aldean technology which makes it so appealing is that all devices are easy to use; almost all devices respond directly to the user's thoughts and desires. A good example is the hand-held sculpting laser. By simply waving it over the material to be sculpted (marble, wood, Vulcan *bureki* stone, etc.), the sculpting laser carves it into whatever shape the user desires. Likewise musical instruments, artists' pallets, and even food preparation systems function according to the user's thoughts.

Thought-activated technology has wide-ranging applications. Spacecraft could have incredible maneuverability as they responded instantly to thoughts instead of commands. Replicators could produce food or clothing based on the user's desires, without requiring programming. Defensive weapons could pinpoint their targets without a humanoid margin of error. Although the Aldeans, and the Federation, have yet to understand Aldean technology fully, within a few years, Federation scientists believe such advances are possible.

The Custodian, the powerful computer responsible for seeing to the needs of Aldea's citizens, represents the finest artificial intelligence beyond even the best computers in the Federation. Wired into every aspect of Aldea—from weather control, to power and sewage, to planetary defense—it is capable of running the entire planet without any instructions. Scientists from the Daystrom Institute imagine a fleet of remote-controlled starships, all directed by a Custodian-like computer. This would not only keep precious lives safe, it would provide ships with a level of command and response time impossible to attain with humanoid crews.

Similarly, Aldea's armaments suggest major advances in defensive technology. Aldea's famous cloaking shield, which hid the planet for so many centuries, represents one major accomplishment. The cloak is once again operational, though it is not currently in use. Federation scientists have repaired it, though it remains too dangerous to the planet's biosphere to use. Similarly, Aldea's powerful surface-mounted repulsor beams can hurtle a starship several light years away. These huge weapons are buried in the planet's crust, but Federation scientists work to develop smaller versions for deployment on starships.

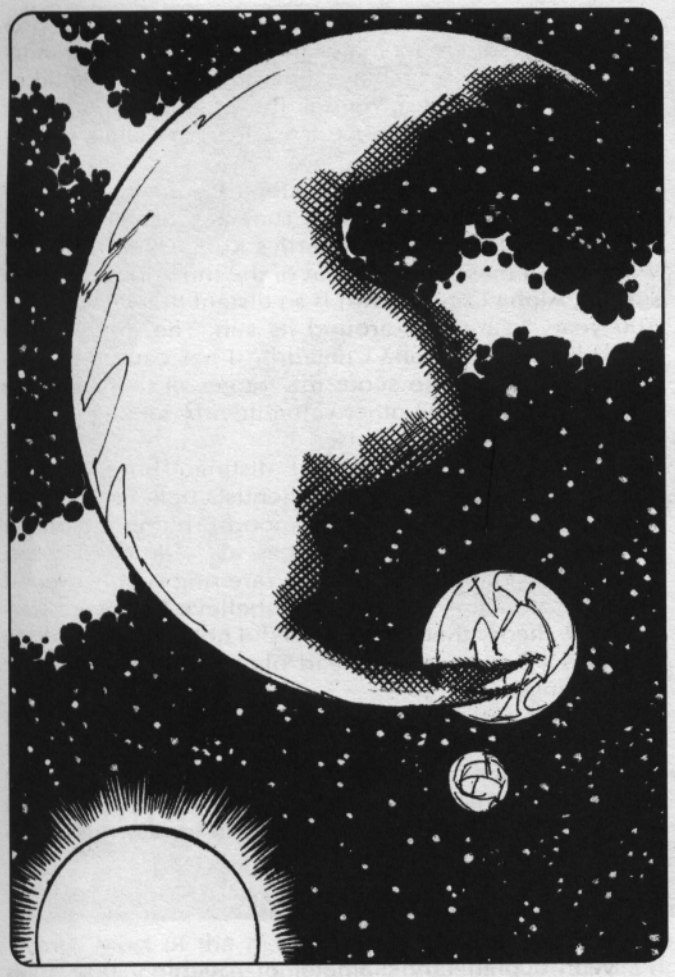
NOTED INHABITANTS

Aldea's people are little known to the rest of the galaxy. Perhaps the best known Aldean is Radue, the current First Appointee. As his planet's nominal leader, Radue is responsible for meeting with officials from the Federation and other governments who wish to open relations with Aldea. Radue is also the leader of the "Pro-Federation" faction, since he favors an alliance with, or even membership in, the Federation.

William M'benge, an officer in the Starfleet Diplomatic Corps and graduate of the Harvard School of Interplanetary Affairs, serves as the Federation advisor to Aldea. He reports to the Federation Council on the progress of various UFP projects on the planet. He also advises Radue on the membership process, should the Aldeans choose to join the Federation; once monthly, he answers questions from the Aldean populace at a special exposition. M'benge oversees all Federation personnel on the planet and coordinates their activities. Should any disagreements between Federation citizens and Aldeans arise, Consul M'benge works to smooth them out.

CREATURES

The Aldeans long ago made their planet an ecological as well as a social utopia, so they have a wide variety of flora and fauna, with the few animals which are dangerous to Aldeans confined to vast nature preserves so that they will cause no harm. Unfortunately,



the infertility which has stricken the Aldeans has likewise afflicted the other forms of life on Aldea, and many species are in danger of dying out entirely. Aldean scientists are working to correct this problem now that its source has been revealed.

EPISODE IDEAS

The Dilemma: The Aldeans continue to struggle over the issue of Federation membership, and matters come to a head. The First Appointee invites Federation diplomats to make their case before the Aldean people. Starfleet sends the Crew's ship to transport the diplomats and assist as necessary (or simply sends the Crew to advance the Federation's case). On the planet's surface, a Romulan diplomat, also invited to participate in the debates, surprises the Crew.

Meanwhile, the Custodian, long responsible for the planet's well-being, has its own ideas on the matter of Aldea's future and makes them known in a variety of ways, from violent storms to repulsor beam attacks. It is up to the Narrator to determine who the Custodian thinks is the best ally for Aldea's future. In the best *Star Trek* tradition, the Aldeans ask the Crew to deal with the computer, either negotiating with it, or deactivating it so that the Aldeans can make the decision themselves.

The Cure: Federation scientists make a breakthrough discovery in the matter of Aldean sterility. Developing a treatment to combat years of radiation exposure, the doctors are ready to try limited tests. Starfleet sends the Crew's starship to supervise the humanoid tests. Unfortunately, the cure causes unintended consequences—anything from rapid aging to the manifestation of strange psionic powers. Some Aldeans see the mishap as proof of their political position—either in support of Romulan alliance, neutrality, or isolation. The Aldeans might call for the expulsion of all Federation personnel, or the Crew may have to convince the Aldeans of the benefits of continued contact with the UFP.

ALPHA CENTAURI

With the rapid advances in warp-drive technology which occurred after Zefram Cochrane's historic first warp-powered flight, Earth embarked on an ambitious program of space exploration. One of the first systems humanity explored was Alpha Centauri, and the Centaurans were only the second alien species humanity encountered. Close relations quickly developed, and eventually the Centaurans became one of the five founding members of the UFP.

The Centaurans are perhaps best known for their artistic ability, the greatest expression of which is their terraforming technology. With this technology, the Centaurans not only transformed their world into a garden paradise, but also helped Earth repair its damaged ecosystems after an era of pollution and war. Some within the Federation believe Alpha Centauri is the most beautiful planet in the Federation.

SOLAR SYSTEM

Alpha Centauri is a binary system composed of Alpha Centauri A (a yellow dwarf) and B (an orange dwarf); these stars are approximately 4.3 light years from Earth. The nearby red dwarf Proxima Centauri is also clearly visible from the Centauran homeworld. Many Federation citizens confuse the nomenclature of the Centauran system. They refer to the Centauran homeworld as Alpha Centauri, but that name rightly belongs to the star. The proper designation of the Centauran homeworld is Alpha Centauri IV, but few call it that and the Centaurans gave up correcting outsiders long ago.

Alpha Centauri IV is one of thirteen planets orbiting the twin stars. Although the UFP designates the worlds of the Alpha Centauri system in its standard fashion ("Alpha Centauri" followed by a numeral, such as "Alpha Centauri IV"), the Centaurans have their own mythological names for these worlds, such as Seldarian, Kolmyri, and Velestus. Under the Federation system, the Centauran homeworld is called Alpha Centauri IV; to the Centaurans themselves, its traditional name is Velestus. However, in order to avoid having to explain themselves time and again to other Federation citizens, most Centaurans simply use the standard Starfleet naming system in casual conversation.

The first two planets in the system are unremarkable, both Class F. Neither possesses an atmosphere or

ALPHA CENTAURI

Planet Name: Alpha Centauri (Alpha Centauri IV)

Class: M

System Data: Alpha Centauri has two moons.

Gravity: .98 G

Year and Day: 325.75/25

Atmosphere: Oxygen-nitrogen; Earth-normal pressure

Hydrosphere: 70% of the surface of Alpha Centauri is covered with water.

Climate: Warm and dry, with relatively slight seasonal variation. Average annual temperature is 26o C (80o F).

Sapient Species: Centaurans (1.75 billion), Humans (4 million), Vulcans (2.5 million)

Tech Level: Level Six

Government: Representative democracy (with some local variations among city-states)

Culture: Centaurans tend to be artistic, contemplative, and analytical; many are pacifistic and think deeply about any significant action before taking it.

Affiliation: Federation member

Resources: Extensive, including mines on Alpha Centauri and both of its moons, fertile farmlands, and productive oceans

Places of Note: "Artificial volcanoes" used to vent seismic pressures and stresses, the capital city of Tarola'n (including the Monument of Visions [an art museum], Plaza of Worlds, Centauran Parliament, and Federation embassy/headquarters), the Chi'haro Sea, the Nyrian Pyramids (off-limits to the public at present), the *U.S.S. Asimov* (a Constitution-class ship which can be toured)

Ship Facilities: Centauran Spacedock, orbiting Centauri VI; numerous other starbases throughout the sector also have ship facilities of lesser scope.

satellites. The Centaurans have space stations in orbit around both Alpha Centauri I and II for scientific purposes. A malfunction involving the propulsion systems of the Alpha Centauri I station required the assistance of the *U.S.S. Odyssey* in 2365 to prevent the space station from crashing into the planet below.

Alpha Centauri III holds a large colony. The terraforming of Alpha Centauri III was the first successful use of the Centaurans' now famous environmental technology. Alpha Centauri III's orbit around its sun keeps it relatively close to Alpha Centauri IV. Representatives from Alpha Centauri III regularly travel to Alpha Centauri to serve on the Centauran High Council.

Alpha Centauri V through X are Class J gas giants varying in size and number of satellites. Several of their moons are home to starbases and small colonies. Alpha Centauri VII suffered a major impact at some point in its past, ripping off several layers of atmosphere. A cloud of colorful gases now surrounds the planet, and Starfleet Academy sometimes trains its cadets for nebula operations here.

The outer planets in the Alpha Centauri system lie far from the light of their sun. They are located at a distance equivalent to that of Earth's Kuiper Belt, but each world has a mass close to that of the inner planets in the system. Alpha Centauri XIII is so distant that it takes over 500 years to revolve around its sun. The discovery of raw dilithium on Alpha Centauri XII has caused a number of free traders to scout the fringes of the system in hopes of discovering other valuable ores among the distant meteorites and comets.

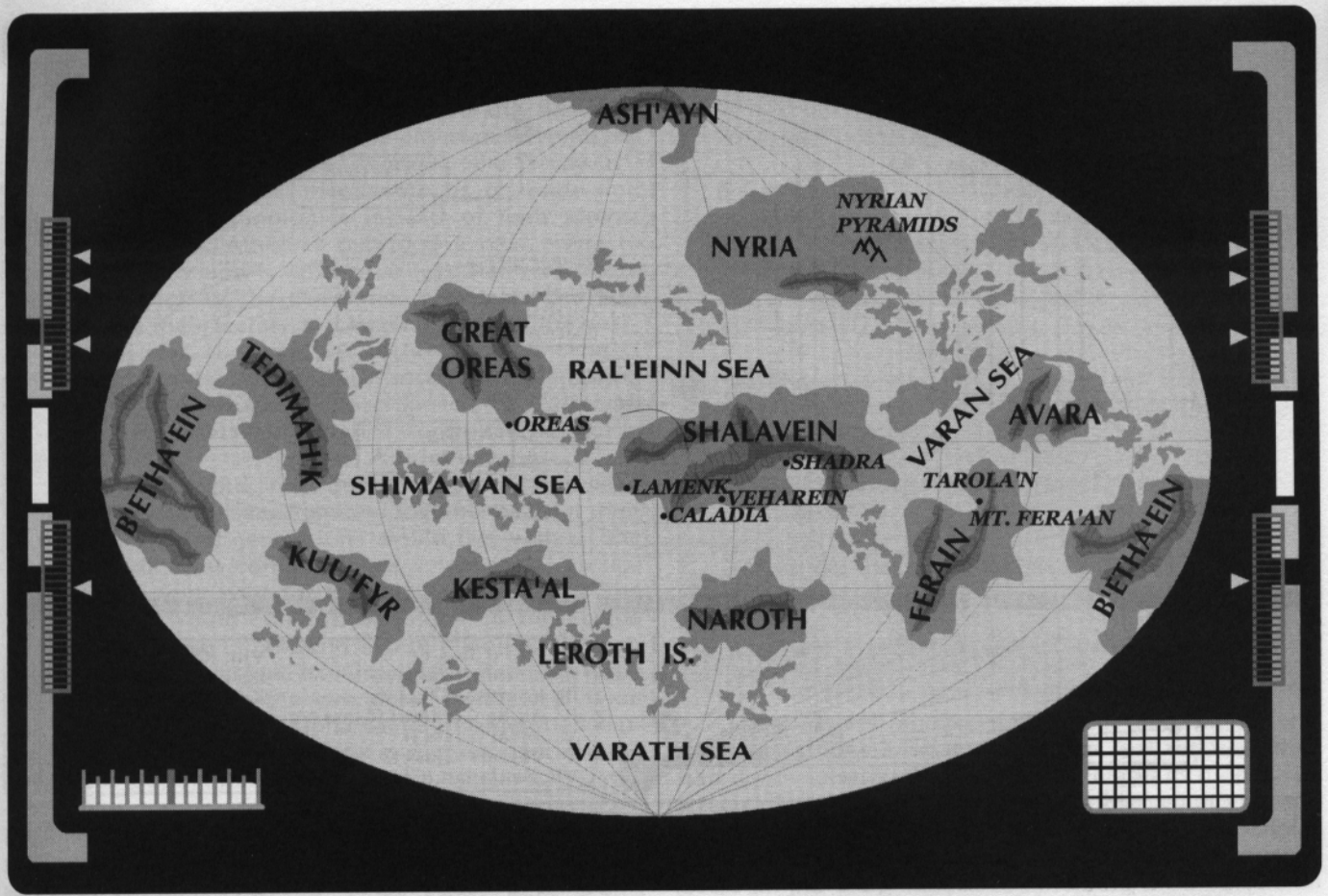
Alpha Centauri IV's most distinguishing celestial feature is its series of rings. Scientists believe that over ten million years ago, a third moon orbiting the planet was ripped apart by tidal forces as it descended too close to the planet, producing a rare ring system around an inner planet. A few scientists believe this event supports the theory that Centaurans did not evolve on Alpha Centauri IV, but were instead placed on the world by alien beings.

Alpha Centauri IV has two small moons, Nykos and Tharon. Both are home to underground mining colonies. Millions of tons of raw ore are recovered from and processed on the moons. Life on the colonies themselves is very good for the workers, who live in terraformed habitats with large parks.

ENVIRONMENT

With a planetary diameter of roughly 7,000 miles and gravity only slightly less than Earth's (.98), Alpha Centauri is a Class M planet very similar to the home of humanity. Its composition includes an abundance of metals and rare elements, making the planet mineralogically rich. Unfortunately, its high density also generates higher background radiation, frequent earthquakes, and more internal heat than most Class M planets. Alpha Centauri has only a slight axial tilt, so the differences between summer and winter are minor. The atmosphere is oxygen-nitrogen and pressure is Earth-normal, capable of supporting life. Several factors, such as the planet's location, make its climate warmer than Earth's, with average temperatures of 26o C (80o F). Because of the tectonic stresses, widely varying solar radiation levels, and other problems which beset their homeworld, the Centaurans developed terraforming technology early in their history.

Dotting the surface of Alpha Centauri are twelve small continents and hundreds of islands, most of which are mountainous. Dense jungles skirt these mountain chains, resembling the landscape of the northern part of South America on Earth. One exception is the continent called Nyria, which is predominantly desert steppeland. Active volcanoes can be found in a region known as the Ring of Shima'van. Because of the planet's geography, the Centaurans developed a strong maritime tradition, eventually inhabiting ten of the continents; Nyria and the continent at the north pole (named Ash'ayn) remain virtually uninhabited due to their extreme environ-



ments. Most of the major cities on Alpha Centauri are located on coastlines; the most famous include Tarola'n, Oreas, and Caladia.

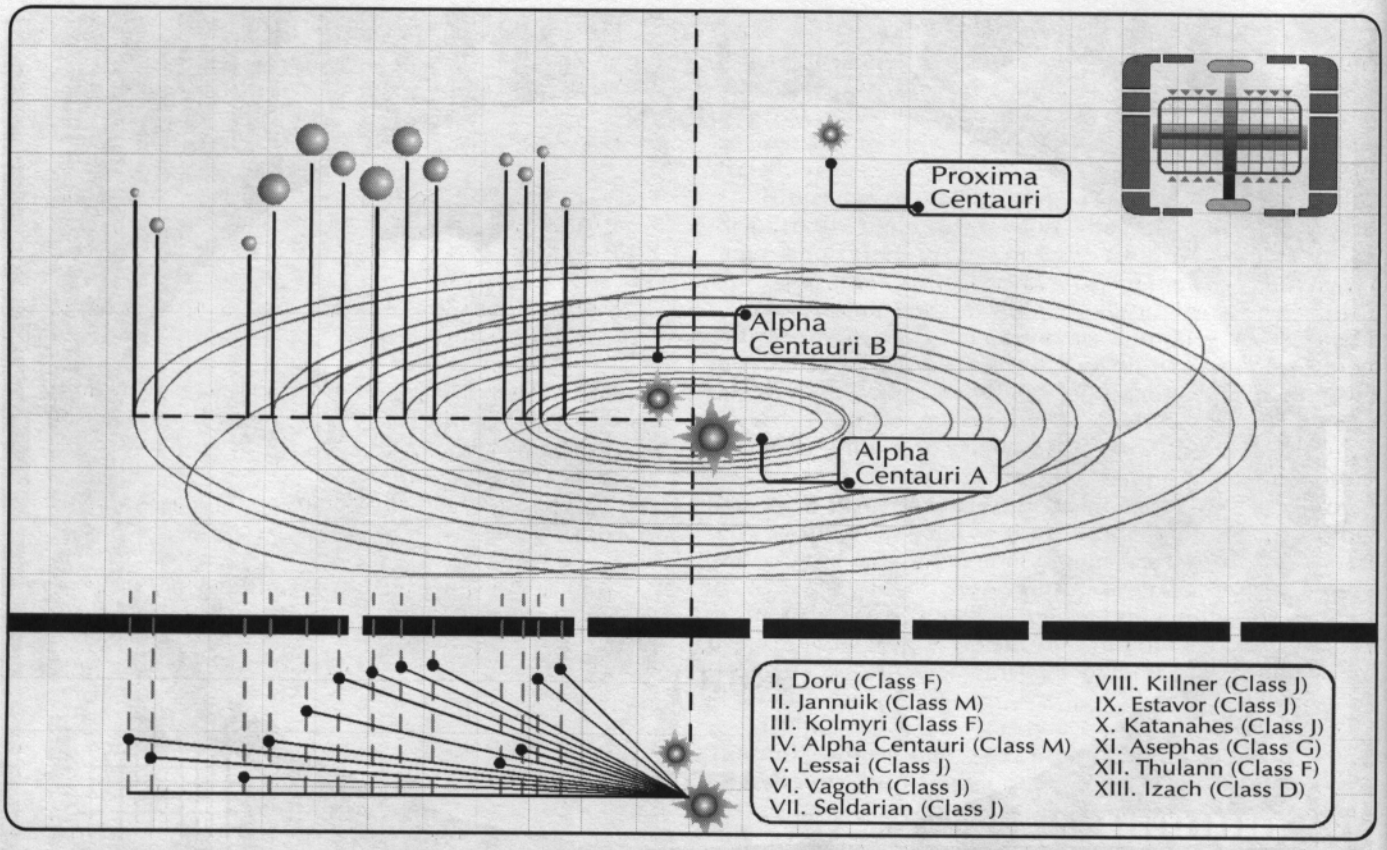
Terraforming has risen to the level of artistry on Alpha Centauri. As mentioned above, the environment of Alpha Centauri encouraged the Centaurans to develop technology to control their environment. In times past, Centaurans, despite their high tolerance to radiation, often moved underground to avoid the unpredictable solar radiation storms produced by their binary sun; frequent geologic instability caused the destruction of Centauran cities. Today, giant weather-control systems protect the planet's surface by augmenting its natural barriers to solar radiation. The tectonic stresses are relieved by a network of sophisticated seismic sensors linked to an extensive series of artificial volcano-like vents and deliberately created (and uninhabited) zones of tectonic instability. By releasing seismic pressure under controlled conditions, the Centaurans are able to eliminate or reduce the effect of many earthquakes and volcanic eruptions-and the giant "artificial volcanoes" are a popular tourist attraction.

LOCATIONS

Tarola'n, the capital of the Centauran government, is known for its beauty and artistry. Built on the gently rising slopes of Mount Fera'an, the city's narrow streets, stepped terrain, and low buildings give it a quaint, ancient air. Its layout, having developed organically over the centuries, is a confused tangle of gently curving streets which constantly climb or descend. Tarola'n is closed to all private forms of mechanized transport, making it a walking city for many. Windsoaring, a sport similar to Earth's hang-gliding, but with artificial wings and individual antigravity devices, is a popular pastime.

As the Centauran capital, Tarola'n is home to the Centauran Parliament. The Federation's embassy, offices, and sector headquarters are also located here. The Plaza of Worlds, between the Centauran Parliament building and Federation sector headquarters, occupies the very heart of the city. With its large fountain surrounded by the flags of every Federation member world, the Plaza is the focal point of official Centauran life. The great Monument of Visions, a vast art museum, is also located in Tarola'n; it specializes in Centauran holographics.

The city of Oreas draws visitors from across Federation space. It was originally constructed on a floating platform. The platform was anchored to a stretch of coastline on the main continent which was too swampy to support a city on its own. As a planned city, Oreas has a much more regimented layout than Tarola'n, with wide boulevards and breathtaking ocean vistas. Graceful, soaring towers dominate its skyline. Oreas has always been a nautical city, and home to those who made their livelihood from the sea; current inhabitants honor this tradition by decorating their homes with nautical flags and banners. Zefram Cochrane made his home here briefly, and Cochrane House remains open to the public. The University of Oreas, the most respected academic institution on



Alpha Centauri, can be found here, and thus so can many prominent scholars and scientists.

Caladia sits on a bluff overlooking the Chi'haro Sea. Renowned for its strong surf and pure blue color, the Chi'haro is considered the most beautiful ocean on Alpha Centauri. Athletic competition has always been important to the life of Caladia—it was first settled when the three warring city-states of Lamenk, Vehavein, and Shadra agreed to meet here once every six years for an athletic competition to settle their differences. At first, little could be found in Caladia besides a stadium and housing for athletes and visitors. Over time, however, the city became a center of trade between the three disputants, and it grew with the fortunes of her merchants. Eventually the city became the capital of the Shalavein Alliance between the former enemies. Today, Caladia hosts many interstellar sporting events, including the Federation Games. Beaches of pure, soft, white sand make Caladia a popular resort area; numerous hotels have been carved out of the living rock of the bluff. Artificial reefs have been built to protect shipping and beachgoers from the turbulent sea.

The Nyrian Desert stretches across most of the interior of Nyria. Ringed by towering cliffs, the continent's interior consists of flat, barren plains of sand. According to Centauran history, after initial discovery the continent was left uninhabited. Despite this, about twenty years ago Centauran archaeologists discovered evidence of an advanced, ancient civilization beneath the desert sands. After initial excavations, they uncovered three pyramids. These pyramids now rise above the Nyrian dunes, and sensors indicate a nearby buried city. Although mainstream reports gloss over the similarities between this site and the pyramids of Giza on Earth, more radical archaeologists see the Nyrian pyramids as evidence of visits to both Earth and Alpha Centauri IV by an ancient spacefaring race. Federation and Centauran scientists work to uncover the ruins, which are off-limits to the curious.

The *U.S.S. Asimov*, a retired Constitution-class starship, orbits Alpha Centauri. It is the last remaining functional ship of its class in Federation space. Under the command of Captain Gan Laikan, a Centauran, the *Asimov* charted hundreds of sectors and discovered dozens of new civilizations. Upon the retirement of the *U.S.S. Asimov*, the Centauran government requested the ship for historical purposes. Visitors may tour the ship's exterior via shuttlecraft, and small groups may tour the interior with supervision; the *Asimov's* shipboard systems are protected by an elaborate security code. On the anniversary of the founding of the UFP, the ship's photon torpedo launchers are used to create an impressive pyrotechnic display in the skies above Tarola'n.

HISTORY

Centauran records describe their ancient history as a turbulent time marked by frequent wars. Centauran civilization developed from primitive tribal organizations into numerous city-states which dotted the planet's small continents. Led by charismatic warlords or cruel despots, the city-states engaged in wars over territory and pride. The desire to unify the Centauran people into a single, all-encompassing empire fueled many of these conflicts. Sometimes, one city would rise to power and dominate the others on nearby continents, only to fall after a few generations. More often, the motives were less lofty-tribute, land, or honor, for example.

The construction of Caladia by the warring city-states of Lamenk, Vehavein, and Shadra, and their institution of athletic championships (in place of warfare) to settle their differences, marked the first step toward Centauran unity. The three city-states eventually formed the Shalavein (pronounced "sha-la-vay-in") Alliance, which allowed them to focus on trade and developing new technologies instead of their almost constant conflicts. Athletics provided a new arena to prove superiority and a valve to relieve national pride. Citizens of each of the three member states came to identify with their teams, and eagerly awaited the yearly matches for the chance to prove their state's superiority over the others. The warlords of neighboring city-states soon sought admission to the Alliance. Eventually, the Shalavein Alliance controlled the entire continent.

Yet conflict did not end on Alpha Centauri. Although other city-states banded together to form their own alliances, and generations would live without the specter of constant conflict, these larger social groups continued to fight wars for the traditional reasons. The roots of what would come to be known as the Plague Years lie in a conflict between two of the alliances over mining rights. The dispute expanded to include the other alliances with whom the two chief combatants were allied. The city-states of Alpha Centauri unleashed biological weapons on each other, causing rampant disease among the population.

ALPHA CENTAURI SYSTEM

System Name: Alpha Centauri

Affiliation: Federation member

System Type: Binary star; Alpha Centauri A (Type G2 V, a bright yellow dwarf) and Alpha Centauri B (Type K3 V, an orange dwarf); associated with these stars is Proxima Centauri (Type M3 V, a bright red dwarf).

Inhabited Planets: Alpha Centauri IV; there are colonies or bases on Alpha Centauri III and other planets.

Other Planets: Alpha Centauri I and II (Class F), Alpha Centauri III and IV (Class M), Alpha Centauri V-X (Class J), Alpha Centauri XI and XII (Class G), and Alpha Centauri XIII (Class D)

Other Stellar Objects: Nebula-like cloud of gases surrounding Alpha Centauri VII

Artificial Objects: Centauran Spacedock, orbiting Alpha Centauri VI; miscellaneous smaller starbases

SIS: The home solar system of the Centaurans. It is very similar to Earth's system in many ways.

These viruses mutated and, unchecked, killed hundreds of millions. Too late the leaders realized what they had done—destroy their people. Centaurans died in the streets, their bodies wracked by terrible symptoms, and the funeral pyres lit up the night sky. Centaurans barricaded themselves in caves, or in small settlements, to keep out the infected, but many succumbed. Centauran cities became desolate and uninhabited.

Only by combining their efforts were the people of Alpha Centauri able to stop the plagues and save themselves from annihilation. Each of the alliances searched for a cure and forgot their old animosities. The war was against the virus, the stakes the survival of the Centauran people. Scientists from every corner of the world came together, sharing information and combining their efforts. History leaves unrecorded the identities and political affiliations of the scientists who discovered the vaccine that eventually saved the planet. For modern Centaurans, the answer remains unimportant—this was a victory for Alpha Centauri IV.

After the horror of the Plague Years had passed, and with the experience of working together, the city-states agreed that only a common government could prevent a recurrence of the horrors of the Plague Years. The Emergency Medical Council which had been established to deal with the plagues became the world's government five years after the Plague Wars ended; it was soon renamed the Centauran Parliament. Doctor Kulei Asephas, the Council's chairman during the crisis, was made Parliament's first leader. The city of Tarola'n was founded to serve as the capital of a united Alpha Centauri. Although there were many difficulties, the new Centauran Parliament eventually enjoyed great success.

When Earth made first contact with Alpha Centauri in 2066, the Centaurans embraced humanity as brethren. Religious leaders declared the beginning of a new age—an age in which lost tribes had reunited.

Strong ties quickly developed between Alpha Centauri and Earth. The exchange of warp drive for terraforming technology benefited both worlds. The Centaurans constructed starships to fly between the stars, while their scientists restored Earth's environment after the devastation of World War III. A renaissance of new ideas and new hopes came to Alpha Centauri.

Contact with Vulcan followed shortly. The Vulcans, in their own way, impressed the Centaurans even more than humans had. Vulcan culture and philosophy became extremely popular on Alpha Centauri, with many Centaurans embracing logic. As ties strengthened, the Centaurans realized that their dedication to peace and unified world government gave them more in common with Vulcan than Earth. When Zefram Cochrane, Earth's most prominent scientist, moved to Alpha Centauri rather than witness a new war on Earth, many Centauran leaders took a new look at the divided governments of their ally.

After violence erupted between two Earth vessels in Centauran space, the Centauran government demanded that Earth form a united government or cease trade with Alpha Centauri. The Vulcans followed suit, and shortly thereafter the New Earth Republic was chartered. Centauran historians tend to emphasize the importance of their role in Earth's movement toward a world government a bit more than Earth's historians do, but neither denies that the Centauran demand for a unified Earth was an important turning point in Earth history.

After the Earth-Romulan War, the Centaurans pushed for an alliance between the peace-loving species of Alpha Quadrant. Centauran President Jasmyne Ray was one of the strongest advocates of a United Federation of Planets. Although the Terran Conventions of 2160 suffered through as many setbacks as successes, the Articles of Federation were finally adopted by Alpha Centauri and the four other founders of the Federation. In 2161, each world ratified the Constitution of the UFP. Federation Day, commemorating this day, is the most extravagant holiday of the year on Alpha Centauri. (For more information on the Federation's founding, see ***The Price of Freedom: The United Federation of Planets*** sourcebook).

Since joining the UFP, the Centaurans have played a major role in Federation affairs. Centaurans have served with distinction in all branches of UFP government, particularly Starfleet. However, in recent years, many Centaurans have come to feel that their importance has waned among Federation worlds. With this in mind, the Centaurans have placed greater emphasis on education with the hope that a new generation of Centaurans will produce more leaders capable of guiding the UFP through the days to come.

POPULATION

Centaurans bear a strong resemblance to humans. Except for the placement of a few organs and a few differences in DNA, humans and Centaurans could be the same species. Over the centuries, human and Centauran relations have produced a sizeable population which can claim ancestors from both Earth and Alpha Centauri.

Any description of the Centauran people must naturally be a stereotype that does not do justice to the diversity of Alpha Centauri IV's people. Each person is an individual. If generalizations can be made, culturally Centaurans tend to have a more pacifistic, long-term outlook than humans. They cherish art and expression and place a strong emphasis on the value of the individual. Centaurans have a well developed analytical side and prefer to have all relevant information before making decisions. They believe that the possible consequences of an action should be known and judged before taking that action, whenever possible. They also revel in their own diversity. Each city-state has its own cultural values; clothing styles, recreational activities and accents vary widely between cities. At one time in

their history, these differences kept the Centaurans apart. Now, the Centaurans take pride in their diversity and openness to new experiences.

GOVERNMENT

Every city-state on Alpha Centauri has its own unique system of government. A few still have hereditary monarchs, but most choose leaders through some form of election. The leadership of each city-state appoints members to the Centauran Parliament.

The Centauran Parliament passes legislation and negotiates treaties which are binding on all of the city-states and local governments. The Parliament holds the ultimate authority in the Centauran government. Parliament members appoint one of their own to serve as President of Alpha Centauri. Many aspects of Federation government were modeled on the Centauran system. The Parliament also chooses the members of its delegation to the Federation Council, though they need not be members of the Centauran ruling body.

A large bureaucracy, divided into "departments" (Department of Defense, of Commerce, and so forth), serves under the President to perform the functions of government. Each department has a council which makes decisions for the department. Each council reports directly to the President. The most influential of these councils are the Environmental Council, the Defense Council, the Council of Trade, and the Diplomatic Council.

STRATEGIC IMPORTANCE

As one of the core worlds of the UFP, Alpha Centauri is a major hub for communication and trade. Several starbases lie within the system, and Starfleet's 5th Fleet has Alpha Centauri designated as its home port. In the event that Earth must be evacuated, the Federation Constitution specifies Alpha Centauri as the alternate capital of the UFP. The defense of Alpha Centauri has priority just below the protection of Earth and Vulcan. For this reason, Starfleet wargames and simulations are often staged in the system to prepare crews in case of an actual emergency.

PRESENT CONFLICTS

In the Centauran colonies, a "return to the homeworld" movement has caught hold recently. The Centaurans maintain careful checks on the permanent population of their world, trying to keep it around two billion inhabitants so they don't start polluting the environment. However, the Centaurans consider all citizens of Centauri colonies citizens of the homeworld and have no laws in place to prevent them from returning home. Environmentalists in the Parliament want to place restrictions on the "returners," while personal rights advocates have loudly voiced their opposition to such laws, which would be extremely unpopular in the colonies.

EXPORTS AND IMPORTS

Alpha Centauri is the largest producer of terraforming technology and equipment in the UFP. Many Centauran consultants travel between colonies, instructing others in how best to use terraforming techniques.

Alpha Centauri's major exports consist of art and tourism. Centauran holographic art is highly collectible, and Centauran artists are sought to design specialized holodeck programs nearly indistinguishable from reality. Collectors throughout the galaxy prize more traditional art pieces, such as sculptures and paintings. Tourism helps drive the economy as well. Many citizens of the core worlds prefer taking a vacation amid the gorgeous landscapes of Alpha Centauri to traveling to distant pleasure colonies, with Caladia's athletic events further increasing the number of visitors. Centaurans have a well deserved reputation for hospitality.

Alpha Centauri mainly imports raw materials which it refuses to mine, because of the damage to the environment. Radioactive elements, metals, and other resources which might be environmentally damaging to harvest are imported from Centauran colonies. Centaurans also provide a lucrative market for decorative artwork from across the Federation, from Vulcan statues and Tellarite clockwork sculptures to spican flame gems and human paintings. Otherwise, Alpha Centauri supplies enough food and consumer items for its own markets.

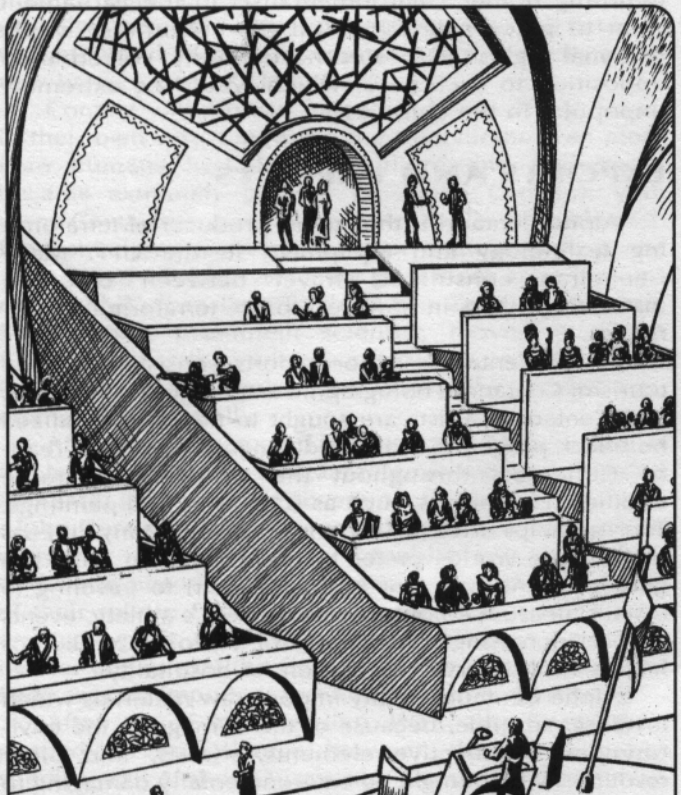
NOTED INHABITANTS

President Dana Myrrin has a large following among the general public. Although she is one of the youngest presidents in Alpha Centauri's history, her willingness to speak her mind and her dedication to her homeworld have made her popular with the people. President Myrrin has a great rapport with the average citizen. She is also Alpha Centauri's first unmarried leader in several decades. During a recent interview, she confessed to having a weakness for the handsome officers of Starfleet.

Severin Jascar is one of the Federation's foremost authorities on archaeology. He served as the head of the Federation Archaeology Council for many years, and he currently consults on the Nyrian excavations. Doctor Jascar has aided Starfleet in the past, and briefly worked with Professor Richard Galen on his theory of a common genetic heritage between numerous humanoid species. Jascar possesses an almost intuitive understanding of alien artifacts.

CREATURES

While most of the flora and fauna of Alpha Centauri resembles animal species found on other Class M planets, Alpha Centauri IV possesses several creatures unique to the planet.



CENTAURAN HOLOGRAMS

What distinguishes Centauran holograms is their attention to detail and their aim to elicit an emotional response. While other programs create an environment that faithfully simulates reality, those created by Centauran artists take this one step further. While most holographic environments create only what is needed—for example, rocks on a forest floor—a Centauran program attempts to replicate all facets of the environment—turning over a rock, one finds a nest of centipedes. Centaurans prefer to create programs to evoke specific emotions, rather than simply allowing the participant to act out a story. In this vein, a recent trend in Centauran holography is to create short vignettes designed to elicit fear, joy, excitement, laughter, and the like.

The Doom That Came to Korath: Designed by Ralla'thain, this holoprogram was designed to elicit a sense of dread and foreboding. The participant assumes the role of King Korvos, who must confront an ancestral mystery, and the ancient horror that stalks his castle's corridors. From the moody lighting to the clammy atmosphere, those who enjoy gothic horror consider this one of the finest programs in the genre. The shambling thing at the end of the story is considered the scariest creature in holotechnology.

Encounter on the Orient Express: This holoprogram recreates the famed train of late 19th-century Earth, in which the participant assumes the role of a traveler who falls in love in this romantic atmosphere. Using advanced algorithms, the love interest actually responds to the participant's interests—to athletically inclined male humans, it may appear as a spirited female equestrian; to an argumentative female Tellarite, the character becomes male, and can hold his own in a debate; even Vulcans find her coldly analytic grasp of scientific issues to be stimulating.

KERRA'VEIN

Many Centaurans have a *kerra'vein*, a caninelike animal, as a pet. Resembling Earth huskies, *kerra'vein* fur markings are striped like a housecat's. They are carnivorous scavengers who hunt by catching fish in Alpha Centauri's numerous rivers and streams. This tends to make them relatively sedentary. Centaurans domesticated *kerra'vein* millennia ago, originally using them as guardian animals.

Name: Kerra'vein
Type: Canine scavenger
Size: Up to 40 kg; approximately 1 meter tall at the shoulder
Form: Kerra'vein are four-legged animals closely resembling Terran huskies, a breed of dog. They possess striped fur.
Attributes: Coordination 4, Fitness 2 (Strength -3), Instinct 3, Presence 1
Base Movement: Walk/Run 15/30
Resistance: 1
Special Abilities/Unusual Skills: None
Weapons: Bite 3, Claw 3
Difficulty: Moderate (6)
Damage: Bite 2+1D6; Claw 1D6
Description and Additional Notes: The kerra'vein is a doglike scavenger with an elongated snout and striped fur (some humans call them "tiger dogs"). They are often domesticated as pets. Those that live in the wild subsist on fish and carrion.

LALA'VEL

Centauran *lala'vel* are colorful phosphorescent bats which live in the Centauran mountains. At night they streak across the sky, hunting insects attracted to their luminescence. They come in many different colors and move swiftly across the sky, appearing as glowing lights. In the spring, *lala'vel* are particularly active, and lovers will spend hours watching them soar like blazing comets through the mountain skies.

NAME: LALA'VEL
TYPE: FLYING RODENT
SIZE: 1.5 KG; UP TO 25 CM LONG
FORM: A SMALL BATLIKE CREATURE
ATTRIBUTES: COORDINATION 4, FITNESS 3 (STRENGTH -6), INSTINCT 3, PRESENCE 1
BASE MOVEMENT: FLIGHT (12 METERS PER ROUND)
RESISTANCE: 1
SPECIAL ABILITIES/UNUSUAL SKILLS: PHOSPHORESCENCE CAUSES THE LALA'VEL TO GLOW AT NIGHT; COLORS RANGE FROM PURE WHITE TO BLUE, AND OCCASIONALLY GREEN.
WEAPONS: BITE 3
DIFFICULTY: MODERATE (6)
DAMAGE: 1
DESCRIPTION AND ADDITIONAL NOTES: THIS SMALL WINGED CREATURE CLOSELY RESEMBLES THE TERRAN BAT. LIKE THAT SPECIES, THE LALA'VEL FEEDS ON INSECTS, AND SLEEPS IN CAVES OR SIMILARLY DARK AREAS DURING THE DAY. THE CREATURE'S PHOSPHORESCENCE ATTRACTS INSECTS, WHICH THE LALA'VEL SWOOPS DOWN UPON IN MIDFLIGHT.

EPISODE IDEAS

Surprise Attack: A Borg scout ship enters Centauran space while the characters are on shore leave touring the *U.S.S. Asimov*. Taking Starfleet by surprise, the Borg cripples numerous Federation vessels and prepares to assimilate Alpha Centauri . The characters must delay the Borg long enough for reinforcements from Earth to arrive by taking command of the only working Starfleet vessel in the system, the *Constitution*-class *U.S.S. Asimov*.

Let the Games Begin: For the first time in history, Klingon athletes have received invitations to participate in the Centauran Championships in Caladia. Starfleet has been asked to escort the athletes to Alpha Centauri and then return them to the Empire. The Crew of the ship must do their best to accommodate the demanding Klingons on the voyage to Alpha Centauri. Then, after their arrival and the beginning of the games, one of the athletes is murdered! Could the Romulans or Cardassians have agents trying to escalate tensions between the UFP and the Klingons? Or did a rival among the Klingon delegation itself perform the deed?

Doorway to Forever: Federation scientists discover an unusual artifact at Denius III, the ruins of Nafir, or the Skaethan burial mounds on Calder II, and sends them to Dr. Jascar on Alpha Centauri. Jascar can be found at the Nyrian Pyramids excavations, where the away team discovers similarities between the artifact and glyphs at the site. What is the link between this mysterious relic and the Centaurans? Perhaps the site is linked to Sargon's people, the Preservers, or the Iconians. The doctor decides to investigate and asks the Crew to come along....

ANDORIA

One of the original five members of the United Federation of Planets, Andoria is a world of fierce, proud, and passionate warriors. Counting honor and valor as their highest virtues, the Andorians represent the noblest of the ideals upon which the UFP is based. Andoria will be covered in greater detail in ***Among the Clans: The Andorians***.

SOLAR SYSTEM

Seven planets orbit the white giant star of Andoria. Of these seven, only the fifth planet in the system—the Andorian homeworld, properly referred to as Andoria—is habitable.

The other six worlds, ranging from the Class F and D inner planets to two Class J outer planets, remain as they have been for millennia, in keeping with the Andorian dislike of terraforming. While these worlds are not habitable, Andorian colonies and outposts, as well as some Federation and Starfleet facilities, can be found on each of them. The most well known of these is the Andoria VII Observatory, one of the best known interstellar observatories in the Federation.

In an elliptical orbit beyond the furthest planet from the Andorian sun lies an asteroid field, rich in crystalline minerals. It is home to a small mining operation jointly run by the Andorians and the Dytallix Mining Corporation of Tellar. First established shortly after Andoria and Tellar signed the Articles of Federation, this mining operation served as an early example of the benefits of cooperation between Federation member worlds.

ENVIRONMENT

Visitors to Andoria find it to be a cold world, with a climate similar to the region of Earth known as the taiga (located between the Arctic Circle and the deciduous/temperate forests of central North America). Long cold seasons are interrupted by brief but warm summers. The heavy summer tourist population combined with the warmer than normal temperatures make the summers by far the least favorite time of year for most Andorians.

While humans and Centaurans can comfortably breathe the Andorian atmosphere for short periods of time, prolonged exposure to Andoria's thin air leaves many of them tired and fatigued. This is especially true when humans engage in strenuous physical activity, such as hiking, rock-climbing, or physical combat (all common activities on Andoria). To accommodate their "weaker" allies, Andorian architects and building engineers outfit most Federation and Starfleet buildings with atmospheric conditioners which create an Earth-like atmosphere and air. Andorians suffer no ill effects from

breathing this thicker air, even for prolonged durations. Occasionally a brash young Andorian will comment on the "weaker" constitutions of his fellow Federation citizens, but this practice is looked down upon.

Dense forests cover much of the Andorian landscape. Trees similar to the redwoods and sequoias of the Pacific Northwest of North America on Earth are among the most prominent species of trees. Though deciduous trees can be found near the equatorial regions of Andoria, coniferous trees are far more common across most of the planet. The coloration of many of Andoria's trees, like that of its humanoid population, has a blue tint ranging in hue from the deep blue-green leaves of the deciduous trees of Andoria's equatorial areas to the vibrant blue of the mountaintop conifers found near Andoria's arctic regions. The Andorian Blue Taiga, known for its brilliant azure hues, makes a popular tourist destination, rivaling the national parks of Earth in beauty and majesty.

The water on Andoria has relatively high concentrations of cobalt, a factor which contributes to the high levels of cobalt found in Andorian bloodstreams. The presence of the heavy metal in Andorian water makes it mildly toxic to humans unless first purified.

LOCATIONS

Andoria boasts a number of well known locations, including many tourist attractions, schools, and other institutions. Among the best known of these are the Andorian Military Institute, the Council of Clans Chambers, and the Andoria VII Observatory.

ANDORIA SYSTEM

System Name: Andoria

Affiliation: Federation member

System Type: Single Type B2 III (blue-white giant) star

Inhabited Planets: Andoria (Andoria V)

Other Planets: Six other planets, including two Class D, one Class F, and two Class J; none are inhabitable.

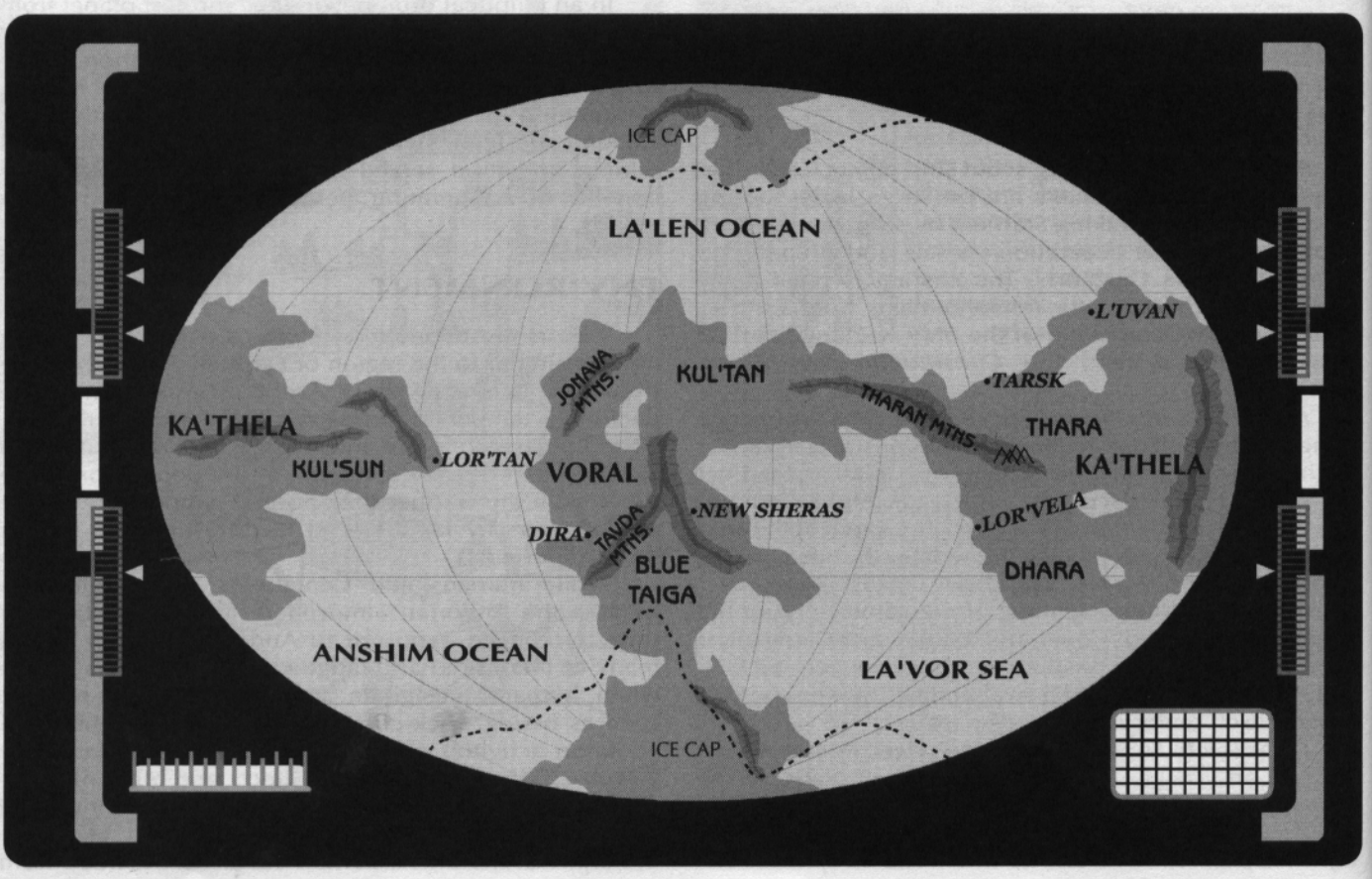
Other Stellar Objects: A mineral-rich asteroid field in elliptical orbit beyond the orbit of Andoria VI

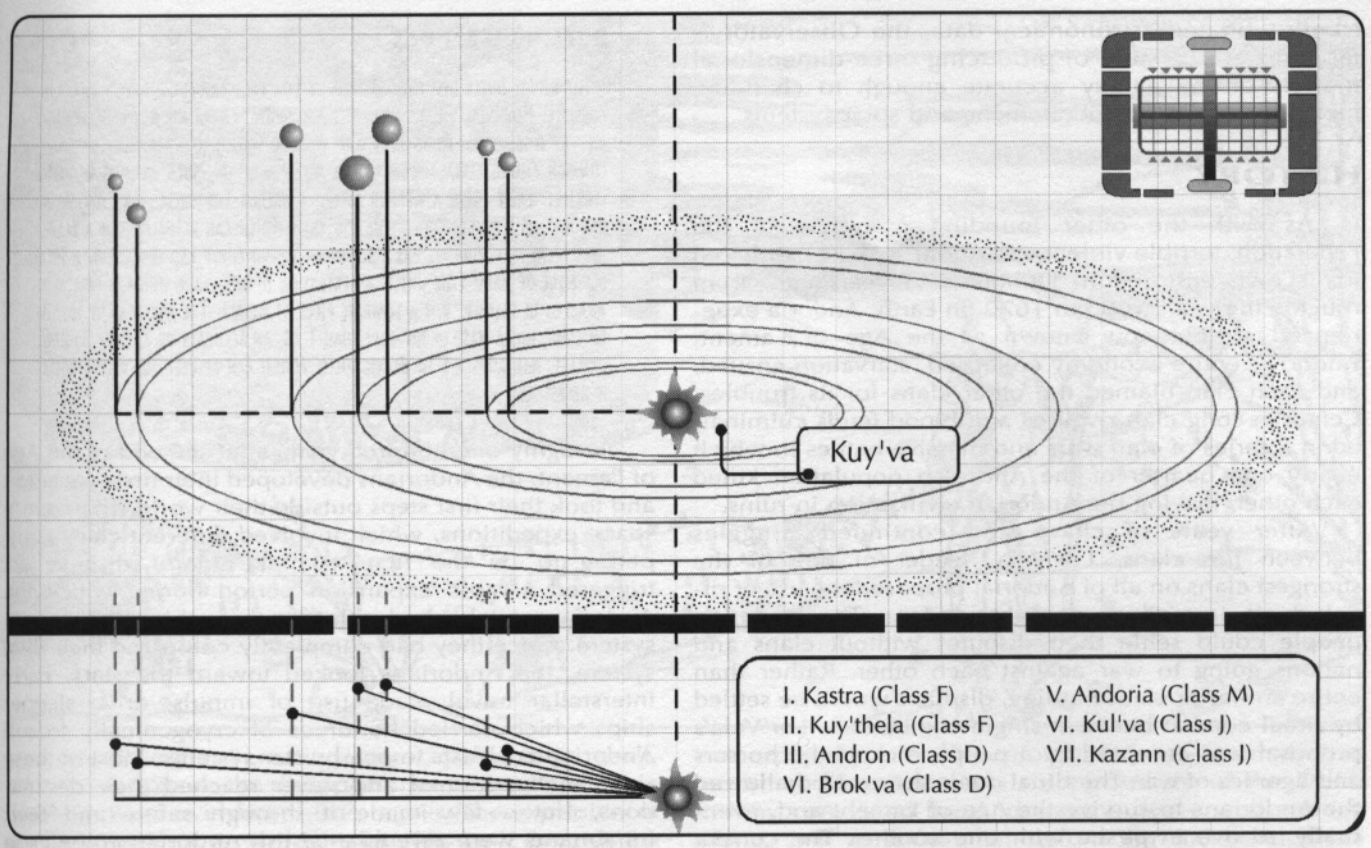
Artificial Objects: Shipyards near Andoria IV, Andoria VII Observatory

SIS: Home system of the Andorians, a world of fierce, proud warriors

One of the most well known places on all of Andoria, the Andorian Military Institute plays a large role in the development of the Andorians' skills in the arts of war. Offering courses in all manner of combative skills, ranging from martial arts to beam weapons to starship tactical maneuvers, the Institute has a well earned reputation as one of the Federation's most elite military training facilities.

Starfleet cadets pursuing careers in security often spend a semester training at the Institute on Andoria, learning from masters of armed and unarmed combat rivaled perhaps only by the instructors of the Vulcan





Institute of Defensive Arts. In addition, many Starfleet officers and crewman attend the Institute as part of their ongoing training during their careers. Characters can learn any combat-related Skills and Specializations while studying at the Institute.

Though the Institute offers courses and training in virtually all known combat-related skills, perhaps the most well known of these is training in the use of the chaka, the Andorian dagger. This three-bladed weapon is difficult to wield effectively, but once mastered is among the most deadly hand weapons used in Alpha Quadrant, surpassed only by the Klingon bat'leth. Advanced students learn to wield two chaka at once, one in each hand.

DUAL CHAKA

DUAL CHAKA IS A SEPARATE SPECIALIZATION OF THE PRIMITIVE WEAPONRY SKILL. IT ALLOWS THE WIELDER TO MAKE TWO ATTACKS PER ROUND WITHOUT THE NORMAL +1 DIFFICULTY PENALTY FOR MULTIPLE ACTIONS (*STAR TREK: THE NEXT GENERATION ROLEPLAYING GAME*, PAGE 125). LEARNING THE DUAL CHAKA SPECIALIZATION REQUIRES THE STUDENT HAVE THE PRIMITIVE WEAPONRY (CHAKA) SKILL AT A RATING OF AT LEAST 4 (5) BEFORE HE CAN LEARN THE NEW SPECIALIZATION.

Since it is located in the midst of a vast coniferous forest on Andoria's largest continent, the Institute also includes wilderness survival and endurance training in its curriculum. Courses in hunting, tracking, and the use of primitive hunting weapons round out the outdoor training offered by the school. The culmination of this course is a week-long survival test during which students must survive in the Andorian wilderness with only a knife and two days' worth of water. Though many Starfleet cadets often balk at the thought of having to endure such training, rare is the student who doesn't acknowledge the benefit of his training after his first experience in being stranded in the wilderness on a strange, unexplored planet.

The Andorian Council of Clans Chambers, another well known site on Andoria, serves both as the center of Andorian government and as a monument to Andorian civilization. Exhibits and monuments devoted to notable figures from Andorian history since the time of Lor'Vela circle the Council Chambers, including a series of statues of Andoria's most famous and honorable leaders (such as Lor'Vela, the warrior-scholar who saved Andoria by devising the ritual duels used to settle disputes; Sheras, who represented Andoria during the Terran Conventions, which led to Andoria joining the Federation; and Tharan and Degras, who battled their political opponents in the Council Chambers to ensure that Andoria would join the Federation).

Within this great ring of monuments and shrines sits the Council Chambers proper, sight of many bloody and historic duels over the last several centuries—including the duel fought to ensure Andoria's place in the Federation. The Chambers has a circular layout to ensure that no one seat take prominence over another.

Situated on the icy outermost world circling the star Andoria, the Andoria VII Observatory is an extremely sophisticated astronomy research station. It affords those scientists lucky (or resourceful) enough to earn the right to use its facilities access to some of the most powerful and precise stellar cartography equipment and computers in all of the Federation. Combining advanced holodeck technology with con-

stantly updated astronomical data, the Observatory's facilities are capable of producing three-dimensional models of the galaxy accurate enough to chart the movements of stellar phenomena and solar systems.

HISTORY

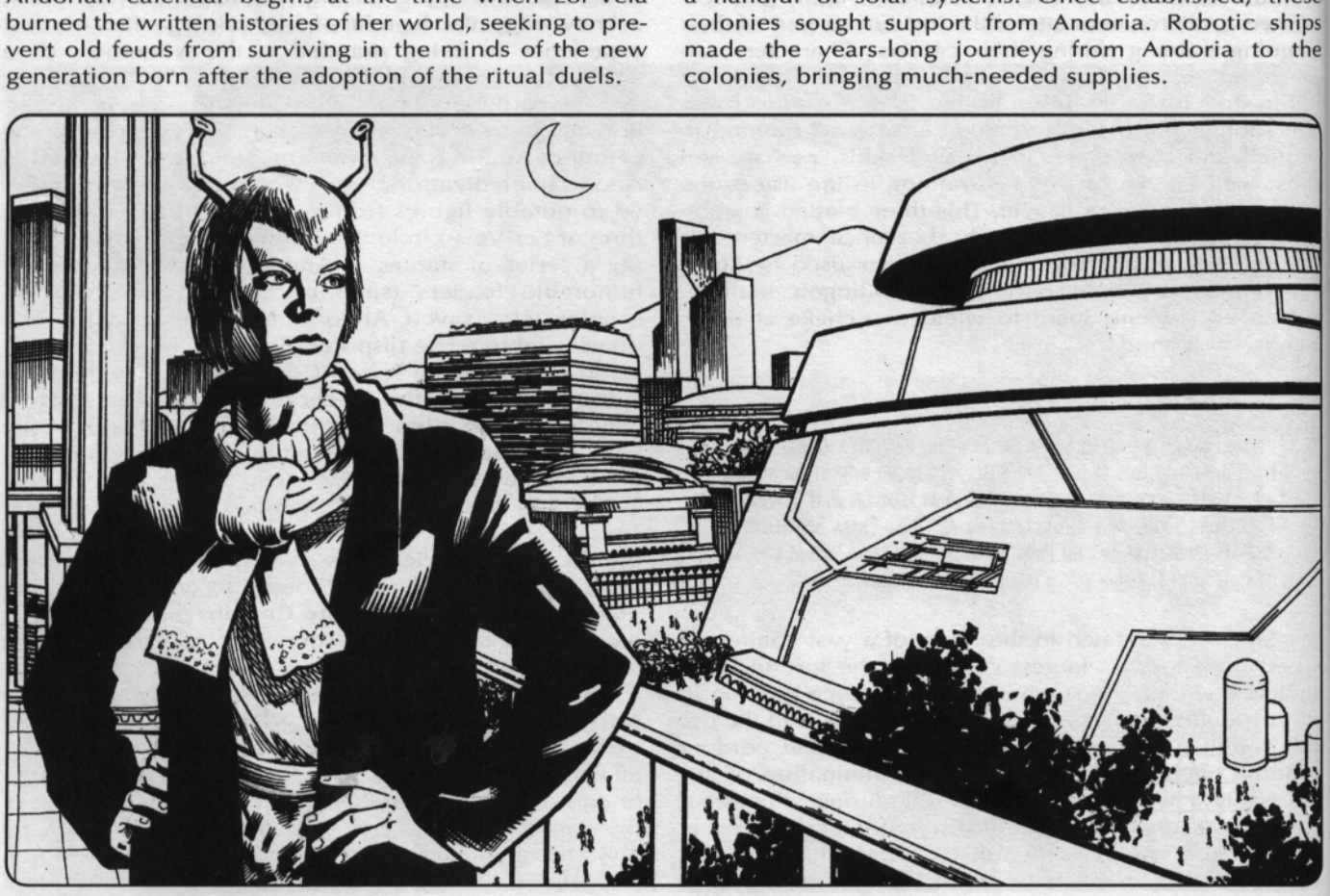
As with the other founding members of the Federation, terrible violence in Andoria's past nearly led to its own destruction. Hundreds of years ago, from roughly the years 1600 to 1670 on Earth, Andoria experienced a time now known as the Age of Lament. Andoria's entire economy collapsed, starvation ensued, and each clan blamed the other clans for its troubles. Centuries-long clan rivalries and blood feuds culminated in a series of clan wars and massive battles in which nearly one quarter of the Andorian population killed each other, leaving the Andorian civilization in ruins.

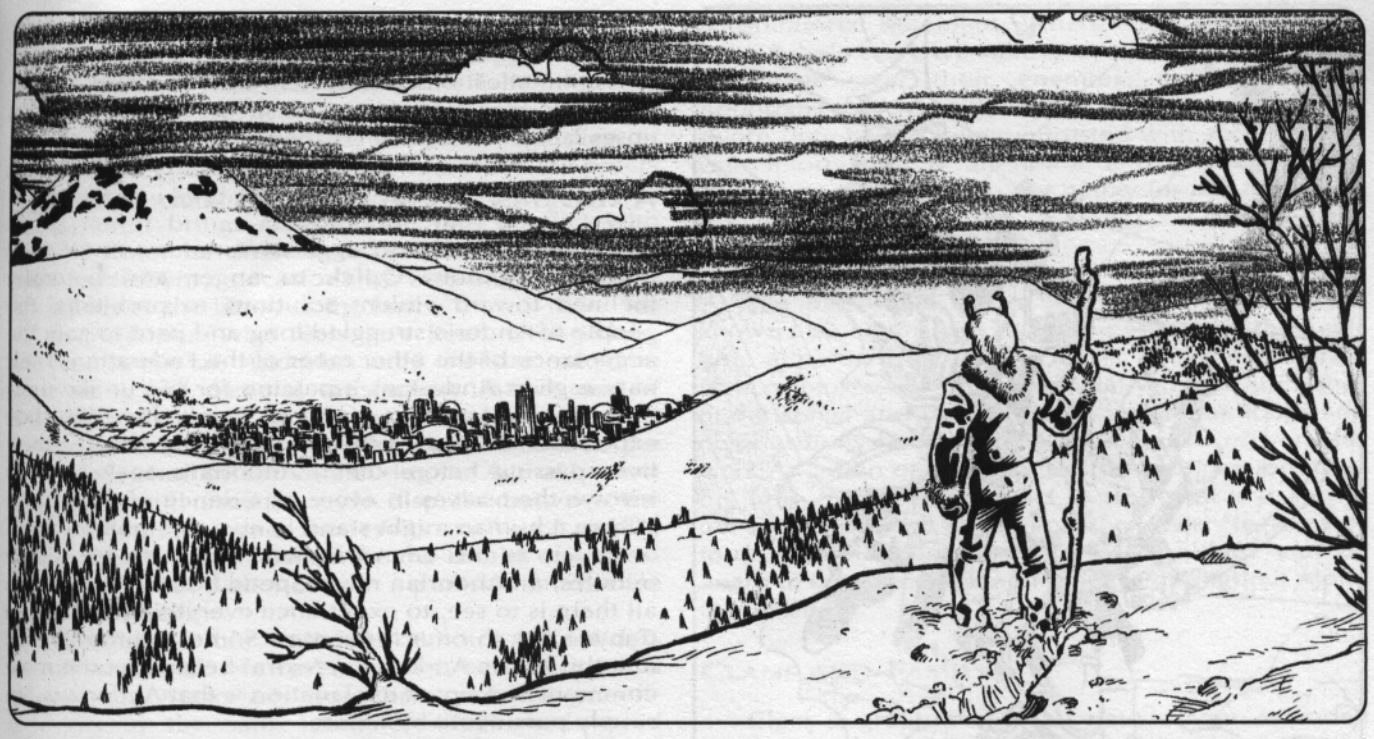
After years of chaos and continued struggles between the clans, Lor'Vela, leader of one of the strongest clans on all of Andoria, proposed the use of ritual duels instead of outright warfare. The Andorian people could settle their disputes without clans and nations going to war against each other. Rather than entire armies or clans battling, disputes would be settled by ritual combat between single combatants. Lor'Vela's proposal was accepted by a people sick of the horrors and agonies of war. The ritual duels she created allowed the Andorians to survive the Age of Lament and, eventually, to live in peace with one another. The current Andorian calendar begins at the time when Lor'Vela burned the written histories of her world, seeking to prevent old feuds from surviving in the minds of the new generation born after the adoption of the ritual duels.

DUELING WEAPONS

The ritual duels institutionalized by Lor'Vela are fought with *chaka* if possible. However, due to their size and shape, *chaka* are not usually carried by Andorians. Andorians who wish to walk around armed (which is common among certain segments of the population, such as military officers) typically carry a weapon called a *hrisal*. The *hrisal*, or "Andorian dagger", is a single-edged fighting knife which can actually have a blade up to two feet long. It has a slight backward curve and is made of a single piece of metal (the hilt is an extension of the blade which is dull and wrapped in leather, not a separate piece of metal). The *hrisal* is up to 60 cm long, has a mass of no more than 1 kg, an accuracy of 7, does 3+2d6 damage, and adds +1 to Block rolls. *Hrisal* can be used for ritual duels if necessary.

Roughly one hundred years after the end of the Age of Lament, the Andorians developed their first spacecraft and took their first steps outside their world. These early space expeditions, which involved different clans competing to be the first to make major discoveries, triggered a rapid expansion period during which the Andorians established colonies throughout their home system. Once they had completely colonized their own system, the Andorians looked toward the stars. Early interstellar travel made use of impulse-drive sleeper ships which carried hundreds of cryogenically frozen Andorian colonists to nearby star systems. Most of these ships malfunctioned and never reached their destinations, but a few made it through safely and their inhabitants were able to establish Andorian colonies in a handful of solar systems. Once established, these colonies sought support from Andoria. Robotic ships made the years-long journeys from Andoria to the colonies, bringing much-needed supplies.





Early attempts at creating warp-capable ships resulted in explosions or the disappearance of the ships, none of which were ever heard from again. The explosion of the *New Andoria*, a warp-capable ship built through the combined efforts of many clans, triggered the end of Andoria's first period of space travel. The explosion tore open a wormhole at the edge of the Andoria system and also created a number of violent ion storms throughout the system, making space travel more hazardous than ever. For over one hundred fifty years, Andorians abandoned space. They lost contact with their colonies and focused their efforts on domestic matters. On several occasions during this period, factions more concerned with local affairs proposed that the Andorian spaceports, which had become largely unused since the explosion of the *New Andoria*, be dismantled. Though it could not have known so at the time, the Council of Clans saved Andoria by defeating these proposals. A few short years later, the ion storms moving through the Andorian system triggered a new ice age on Andoria, and it was only by using the spaceports to construct and launch a weather-control satellite system that Andoria saved itself from almost certain destruction. The significance of the spaceports in the salvation of Andoria reminded the people of the time before the destruction of the *New Andoria*, when the Andorians had begun to reach out to the stars.

The collapse of the wormhole and the dissolution of the ion storms led to a renewed interest in spaceflight, which resumed with efforts to discover the fate of the Andorian colonies of over a century before. Reestablishing contact with their colonies revealed that only one of four, Cimera III, had survived. The Andorians rebuilt two of their lost colonies (Thalassa, which had been destroyed by seismic quakes, and Quardis, where the colonists had died of starvation brought on by the cessation of the supply shipments). However, they chose not to rebuild on Trilith VII, where there was no apparent explanation for the colony's failure—it simply had vanished. The mysterious disappearance of the Trilith colony convinced the Andorians to leave well enough alone, and to focus their efforts on the other three colonies rather than risk further resources on a planet which was apparently afflicted with an unknown danger of some sort.

Having learned much about astrophysics from study of the wormhole, the Andorians also resumed their research into warp drive, and within a few years a new vessel, the *Lor'Vela*, engaged its warp engines for the first time, heralding a new era in Andorian spaceflight. Shortages in natural dilithium forced Andorian engineers to seek out innovative solutions to the problem of powering their warp drives. One such solution was the development of one-shot warp-capable ships, used primarily as transport to and from the Andorian colonies, and only very rarely for true space exploration.

In the year 2144, the Earth ship *U.S.S. Challenger* entered Andorian space. After a brief exchange of warning shots, the two parties, each seeking to communicate with the other rather than fight, made first contact. Relations with Earth soon led to contact between Andoria and both Vulcan and Alpha Centauri. Trade agreements with their new allies soon followed, providing the Andorians with the dilithium they required to upgrade their warp-capable starship fleet and begin exploring new worlds beyond their own.

During the Earth-Romulan War, in the days before the formation of the Federation, the Andorians constructed a fleet of ships to aid Earth in its struggle against the Romulans. By the time they were ready to enter service, the war ended and these ships were refit as merchant vessels after the formation of the Federation. Andoria has been a center of Federation trade since.

The fourth of the five founding worlds to sign the Articles of Federation, Andoria delayed its entrance into the Federation until it was assured that it (and other

members) would be allowed to maintain its own military forces in addition to contributing to the proposed Starfleet, and after its concerns regarding equal representation within the Federation Council were answered to its satisfaction. Those concerns having been responded to, Andoria signed the Articles and became an enthusiastic participant in the Federation. Since that time, Andoria has remained strong in its devotion to the Federation's ideals. (For information on Andoria's role in the founding of the UFP, see ***The Price of Freedom: The United Federation of Planets*** sourcebook).

POPULATION

Although most Andorians would likely resent being compared directly to humans, the fact remains that they bear a close resemblance to the native people of Earth—except, of course, for their blue skin and antennae. Their skin coloration varies slightly, with northern and southern Andorians being slightly darker blue in color, while those of the equatorial region of the planet sport a slightly lighter shade of blue skin. Andorian blue skin is a result of high levels of cobalt in their blood, which most likely comes from the high concentrations of that heavy metal in the planet's water.

Andorians' hair is usually white. Some other shades, such as blonde, gray, violet, or red, occur, but are rare. Black and brown hair are nonexistent.

The pair of antennae on their foreheads offers Andorians an additional sense which is, so far, unique among sentient races in the galaxy. This sense allows Andorians to detect even the slightest environmental changes as well as audio vibrations, and many credit this sense for the Andorians' almost unnatural aptitude for communications work. Their antennae also provide the Andorians with their sense of smell—Andorian noses lack olfactory membranes.

Andorian Aggressiveness and Honor

Andorians have an aggressive nature, one fueled by fiery passion. Quick to anger and naturally inclined toward violent solutions to problems, the people of Andoria struggled long and hard to gain the acceptance of the other races of the Federation. Their nature gives Andorians a passion for life unlike most other races. Andorians do not simply live life; they experience it. While other races merely observe their lives passing before them, Andorians seek truly to involve themselves in every experience of their lives. Where a human might stand in awe of a natural wonder such as the Grand Canyon on Earth for a few minutes, an Andorian might spend hours trying to see all there is to see, to experience everything the Grand Canyon has to offer his senses. Some anthropologists link this to the Andorians' "extra" sense, but the most commonly accepted explanation is that Andorians are simply passionate by nature.

Along with their aggressive and passionate tendencies comes a strong sense of fairness and right versus wrong, which is responsible for the Andorians' reputation for honor and valor. Andorians consider themselves the most accomplished and capable warriors of all the member races of the Federation, and

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are quite common among the Federation ground forces as well as Starfleet and the Federation's security services. They take their duty to the Federation and Starfleet very seriously, as they do any duty or obligation. Andorians stand by their decisions regardless of any possible consequences, and do not violate orders or laws of any kind. When an order or duty or defense of his honor brings an Andorian into conflict with rules or laws, he often seeks creative ways around such restrictions, occasionally violating the spirit, though never the letter, of the law.

An Andorian who feels he's been wronged by another, be he an Andorian or a member of some other race, will demand satisfaction. In the case of one Andorian wronging another, satisfaction can only be achieved through a ritual duel, patterned after the ones established by Lor'Vela during the Age of Lament (which are still used to settle disputes between the clans). Andorians honor the results of all such rituals, holding them sacred. To ignore the results of a ritual duel is an act of dishonor with a punishment of exile and banishment.

As a general rule Andorians do not hold outsiders to this standard. However, in the case of serious grievances, Andorians sometimes challenge offworlders to the same sorts of ritual duels used between Andorians. More often, an Andorian who feels wronged by a member of another species seeks some other form of satisfaction. Though circumstances may conspire to prevent the Andorian from gaining immediate satisfaction, someone who wrongs an Andorian should not think he has avoided retribution just because it does not come swiftly. Andorians have long memories, and will often wait months or even years to express their anger or avenge their honor.

Another trait common to Andorians is a knack for secrecy which, if not for their strong sense of honor and duty, might lead outsiders to compare them to the conspiratorial Romulans. Where the Romulans make use of their secretive nature as a means of gaining advantage over their enemies, secrecy among Andorians only serves to enable them to perform their sworn duty better. Being entrusted with secret or private information is an honor and privilege to an Andorian, one he would not betray for personal gain.

ANDORIAN MUSIC

The passionate nature for which Andorians are known also contributes to certain aspects of their culture, in particular Andorian music. Andorians share a love of music and song, especially opera and emotional songs and ballads. Many Andorian songs and compositions have become well known offworld as well. Andorian operas feature stories of passion ranging from intense love affairs to stories of war and of obsession. Besides opera and the more "legitimate" forms of Andorian music, Andorian blues can be heard in countless bars and lounges throughout Alpha Quadrant.

CLANS AND FAMILIES

Clans (a group of several related, large, extended families) make up the basic unit of Andorian society. A strong chieftain rules each clan, having gained his position through ritual combat (or, in some cases, by descent). Together the leaders of the three hundred largest clans form the Council of Clans, the unified world government which has ruled Andoria since the time of Lor'Vela and the Age of Lament. Within the individual clans, members share in a number of responsibilities and obligations. Adults often serve as mentors to the young (beyond the traditional parent-child relationships common to most races), and the most able warriors of a given clan must be willing to serve as their clan's champions in ritual combat

should the need arise. Competition for the right to serve as a clan's champion is common and fiercely fought, and ensures that only the most skilled combatants ever attain such a position.

Below the level of the clans, the basic unit of Andorian society is the individual family. Andorian marriages require four persons (two males, two females), and such "quadruples" form the basis of a family. Any children fathered by either of the males with either of the females are considered the children of all four parents, who are responsible for raising and educating them. Children are schooled at home until about age 12, when they start attending school. Andorians love their children very much, and will go to great lengths to nurture, protect, and provide for them.

GOVERNMENT

In addition to creating the ritual duels which saved the Andorian clans from destroying each other during the Age of Lament, Lor'Vela also instituted the council government that still holds power on Andoria. The Andorian Council of Clans, composed of the leaders of the three hundred largest and most influential clans on the planet, rules Andoria just as it has since the time of Lor'Vela.

Officially, each of the clan leaders who sits on the Council of Clans is equal to every other leader, with none having any more power or influence than any other. In practice, however, several clan leaders wield more influence in the Council due to the strength and influence of their clans, the alliances they share with other clans, and their experience and age. Fortunately, the strong sense of honor and valor for which Andorians are known usually counteracts this imbalance of power in the Council, as any true clan leader would sooner face death than act in a dishonorable fashion by abusing his position. Currently the most powerful member of the Council is Trallex Kor, the eldest clan leader in the Council and leader of Clan Kor, the strongest and most powerful clan on Andoria.

Because Andorians are experts at organization, their government serves as a prime example of the efficient bureaucracies for which they are known. Though the Council of Clans administers virtually every aspect of government on Andoria, including commerce, domestic affairs, and diplomatic relations offworld, a number of committees and subcouncils sit below the Council in Andoria's governmental hierarchy. These groups oversee specific responsibilities of importance to the government, such as the Commerce Committee (which regulates trade) and the Federation Advisory Council (which acts as a liaison between the Council of Clans and the Andorian Delegation to the Federation Council). Clan leaders sit on these committees, though many also include lower-level functionaries and officials.

STRATEGIC IMPORTANCE

Andoria's central location deep within Federation space would make it a prime target for an invading force. However, any such invader would find few planets a more difficult target than Andoria. The system is never without the presence of at least one starship, and usually hosts several ships at any given time. Most of these are of Andoria's home fleet, but numerous Starfleet ships are often found in the Andoria system as well.

ANDORIA

Planet Name: Andoria (Andoria V)

Class: M

System Data: Andoria has one moon.

Gravity: 1.0 G

Year and Day: 300/30

Atmosphere: Oxygen-nitrogen, with high ozone content; slightly lower than Earth-normal pressure

Hydrosphere: 65% surface water, concentrated in four oceans

Climate: Cold and dry, with short warm summers

Sapient Species: Andorians (7 billion), Humans (3 million), Centaurans (2 million)

Tech Level: Level Six overall, but with some areas as low as Level Four by conscious choice

Government: Representative democracy comprised of clan leaders

Culture: Honorable and valiant clan-based society, with strong passions and beliefs

Affiliation: Federation member

Resources: Limited physical resources due to relatively cold and inhospitable climate

Places of Note: Andorian Military Academy, Council of Clans Chambers, Andoria VII Observatory

Ship Facilities: One shipyard located on Andoria's moon, another on Andoria IV

PRESENT CONFLICTS

Though Andoria currently faces no external conflicts, internal conflicts, such as those which faced Andoria when it first joined the Federation, flare up from time to time in the Council of Clans. Recently, voices of dissent concerning the Federation's stance against its enemies, most notably the Romulans but also the Borg, have echoed through the Council Chambers. As reports of increased activity along the Romulan Neutral Zone continue to be heard, many of the clan leaders wish for a more aggressive response on the part of Starfleet and the Federation. These leaders urge the Andorian representatives on the Federation Council to push for an expansion of Starfleet's military strength. Refusing to wait for Starfleet to acknowledge the true threat these enemies pose, the Andorian military recently began construction on a new warship of its own, code-named the *Cor'sala*-class ship.

EXPORTS AND IMPORTS

Since the days before the founding of the Federation, Andoria has profited from its role as a center of interstellar trade and commerce. As one terminus of the well known, and oft-traveled, Rigel-Andoria trade route, Andoria is ensured of a steady supply of non-replicatable goods and merchandise. The *kossos*, the currency of Andoria since ages past, is valued at roughly half the Federation credit. It serves as the preferred currency in many parts of Andoria. Among Andoria's most common export goods are Andorian ale (a popular drink throughout most of the Federation), Andorian silk, Andorian tuber roots, and hand-tailored leather goods.

NOTED INHABITANTS

Although Andoria is not generally known as a center of medical research, a number of renowned doctors make their home there. Doctor Sharas Vetra, who discovered a cure to a series of plagues known as the "Orion Plagues," is the most noted Andorian physician; since curing the Orion Plagues he has devoted considerable time and effort to studying interstellar vires, significantly increasing the knowledge of both the Federation Medical Council and Starfleet Medical. Chirurgeon Ghee P'Trell, another well known Andorian doctor, was nominated for the coveted Carrington Award (the Federation's most prestigious medical honor) in 2371 for his gerontological research, but lost to Dr. Henri Roget.

Other prominent inhabitants of Andoria include Narennt Dra, a highly decorated, now-retired, Starfleet Admiral who is currently the Headmaster of the Andorian Military Institute; and Trallex Kor, the eldest clan leader in the Council of Clans and leader of Clan Kor, the most power and influential clan on Andoria.

CREATURES

Andoria's ecology shares many characteristics with that of both Earth and Alpha Centauri, the most noted distinction being the slightly different atmosphere and the presence of the heavy metal cobalt in the world's water. Andoria's cold climate restricts the types of animals which can thrive in its forests, most being warm-blooded and sporting fur, with a slightly higher percentage of carnivores than might be expected.

ANDORIAN FOREST SPIDER

Two of the most recognizable of Andoria's indigenous creatures are the Andorian forest spider and the blue bear. The former closely resembles the tarantula of Earth, but shares the blue coloration of much Andorian life. Covered with thin light blue hair, Andorian forest spiders often strike their prey without warning, taking full advantage of their natural camouflage. The forest spider's bite injects its victim with a powerful paralytic poison—in fact, it's strong enough to affect an Andorian, and is used as a weapon by some of the more primitive and violent clans who make their homes in Andoria's northern regions.

ANDORIAN BLUE BEAR

The Andorian blue bear is aptly named—it's a large bear with blue fur and claws. Blue bears are extremely territorial and aggressive, and many students at the Andorian Military Institute encounter these dangerous creatures during their week-long wilderness survival and endurance exercise. It is a credit to the Academy's thorough instructors and training regimes that only a few students who have encountered blue bears have not survived the ordeal.

EPISODE IDEAS

School Days: As part of their Starfleet training, the Crew is sent to Andoria for an intensive two-week course in armed and unarmed combat at the Andorian Military Institute. While there a group of young Andorians takes a dislike to one of the characters, who is (mutually) attracted to another student who is Andorian. The Andorian bravos manipulate events so that the character insults one of them. Demanding satisfaction for being wronged, the young Andorian challenges the character to ritual combat. The character has to resolve the conflicts between his personal honor, Starfleet oaths, the rest of the Crew's varying opinions about what he should do, and the feelings of his new-found love (who may or may not approve of a duel)—all while keeping his skin in one piece!

Puppet String: While gathering data on recent stellar phenomena in Alpha Quadrant, the Crew's ship discovers a cosmic string. Though it's not currently a threat to any Federation member worlds or installations, the characters must plot its course, allowing Starfleet to monitor its progress through this part of the galaxy. The Andoria VII Observatory is the only facility within range capable of predicting the string's course accurately. Unfortunately, Romulan spies have infiltrated the Observatory and are very interested in finding out more so that they can use the string as a weapon.

THE BA'KU PLANET

Buried within a sensor-resistant region of Federation space known as the "Briar Patch," the Ba'ku planet is a veritable fountain of youth. Metaphasic radiation caused by the planet's rings has a remarkable biological effect on all living entities in the system, conferring virtual immortality.

Relatively unknown until the latter part of the 24th century, the Ba'ku Planet became the epicenter of an unusual plot by an outside race—the Son'a—to steal this life-giving radiation in exchange for

advanced technological information. This plot, which had the blessing of several members of the Federation Council, was eventually foiled by the crew of the *U.S.S. Enterprise-E.*

SOLAR SYSTEM

The Ba'ku system consists of a single Type A4 II star and is located in sector 441. The entire region has been bombarded by stellar activity over eons, including multiple supernovae. Known as the "Briar Patch," this seemingly inhospitable region is filled with supernova remnants and vacuum fluctuations. These hostile conditions prevent any subspace communication from exiting or entering the region and make starship navigation extremely difficult. A ship moving within the Patch can navigate safely at no faster than one-third impulse.

Throughout the Briar Patch, low levels of metaphasic radiation emanate from interstellar dust. The Patch is also peppered with nebula clusters. These clusters range from five to fifty light years across and are filled with cometary debris and pockets of metreon gas. Despite these conditions, there is a single Class M planet orbiting the central star. The Ba'ku planet has no moons, but it is encircled by a set of rings which are dense with metaphasic particles. The rings cause a much greater concentration of metaphasic radiation on and near the planet than anywhere else in the region.

Chromodynamic shielding can repel the effects of the radiation, but visitors to the Briar Patch may not want such "protection." The radiation has powerful biological effects, regenerating cells and increasing levels of endorphin production in all animals. This regeneration results in increased metabolism, improved muscle tone, and, most significantly, a constant age regressing process.

The amount of time it takes for the metaphasic radiation to begin taking effect on an average humanoid is about twelve hours, at which point the individual's cells start regenerating. Wrinkles fade away, gray hair returns to its natural color. Even severed nerves and limbs can regenerate given enough exposure. However, the radiation only affects an individual—human or otherwise—who has reached full physical maturity.

From a visual standpoint, the abundance of stellar phenomena in the Briar Patch appears as a dangerous threat when viewed from the vantage of a spacefaring vessel, but it creates a stunning effect when viewed from the planet's surface. The sunsets are filled with a dazzling array of colors, and the end of each day brings a distinct visual experience.

ENVIRONMENT

There are three large landmasses on the Ba'ku planet. The main continent rests entirely within the northern hemisphere and is split by several mountain ranges. Between these ranges lie a wide variety of geological regions, from sloping valleys to extended expanses of foothills. Multiple forests occupy the valleys, although none covers a great expanse. The largest forest is only thirty miles wide.

Beneath the hills and within the mountains are large concentrations of *kelbonite*, a refractory metal which is often used as shielding in the construction of secure military installations throughout the quadrant. *Kelbonite* interferes with transporter technology, preventing long-range transporters from securing an accurate lock on their target. In areas where concentrations are particularly dense, such as subterranean caves and rich mountain deposits, transport is virtually impossible, even with the aid of pattern enhancers.

While there are no major forests, several large rivers run down and through the mountain ranges, filling the valleys with lakes and an abundance of fertile farmland. The hills are lush and green all the way to the base of the mountains, and even there thick patches of grass adorn the mountainside. In the rockier terrain there are quite a few caves, naturally eroded by steam which rises through cracks in the mineral deposits. As a result, many of these caves have higher average temperatures than in the valleys below, despite being at a higher elevation.

In some areas the river basins have eroded to the surface of the *kelbonite* deposits. The concentration of

THE BA'KU PLANET

PLANET NAME: BA'KU

CLASS: M

SYSTEM DATA: BA'KU HAS NO MOONS, BUT IS SURROUNDED BY A SET OF RINGS DENSE WITH METAPHASIC PARTICLES.

GRAVITY: 0.9 G

YEAR AND DAY: 271/31.6

ATMOSPHERE: OXYGEN-NITROGEN-CARBON DIOXIDE; EARTH-NORMAL PRESSURE

HYDROSPHERE: 42% OF THE PLANET'S SURFACE IS COVERED WITH WATER, MOST OF IT IN TWO EXPANSIVE OCEANS (ONE IN THE NORTHERN HEMISPHERE AND ONE IN THE SOUTHERN).

CLIMATE: TEMPERATE, BUT SOMEWHAT WARMER THAN EARTH, WITH MINOR SEASONAL VARIATION; COOLER TOWARD THE POLES

SAPIENT SPECIES: BA'KU (ABOUT 700)

TECH LEVEL: LEVEL TWO PRE-INDUSTRIAL, SELF-SUFFICIENT COMMUNITY; ADULT INHABITANTS POSSESS KNOWLEDGE OF LEVEL SIX TECHNOLOGY.

GOVERNMENT: NONE. DISPUTES ARE RESOLVED BY A COUNCIL OF "ELDERS."

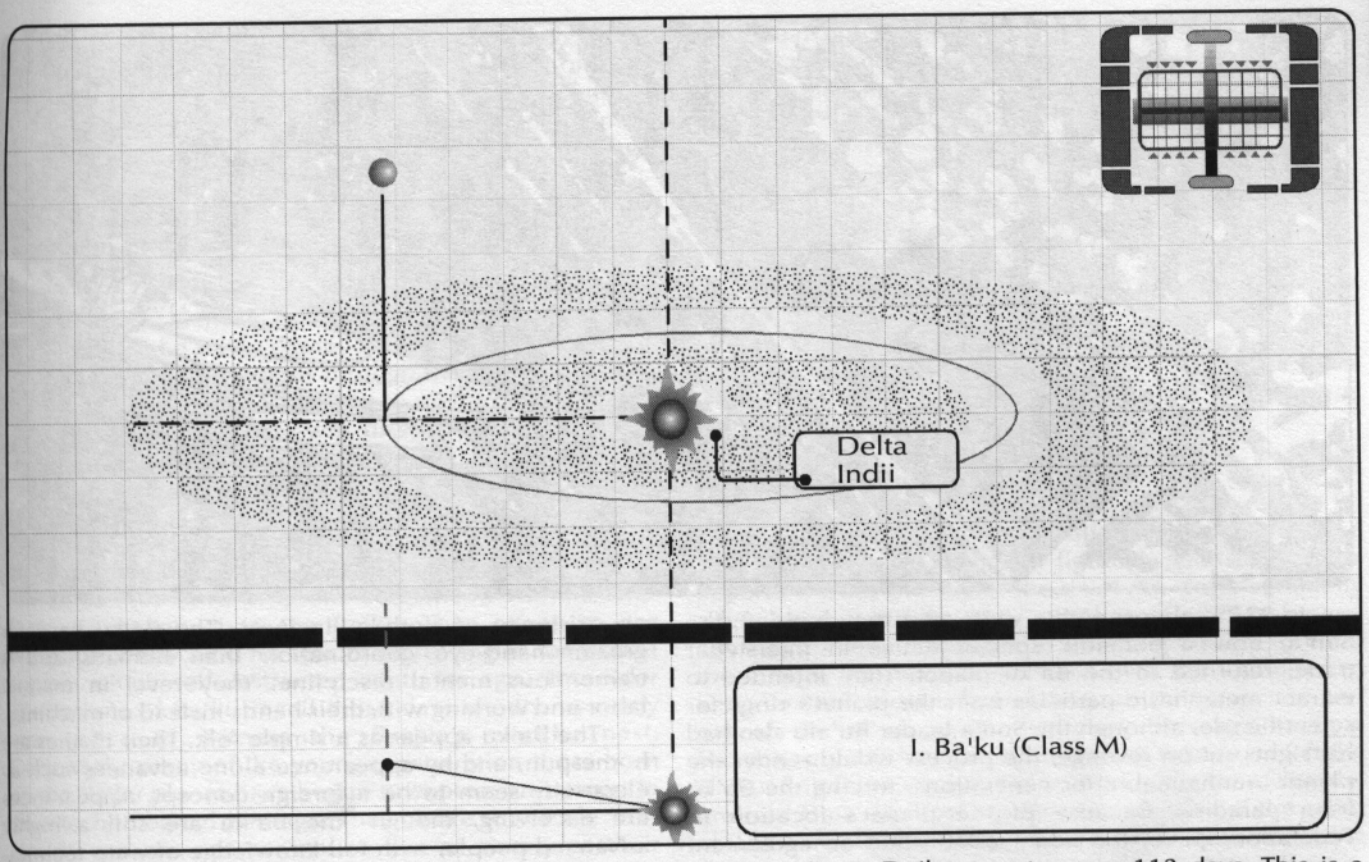
CULTURE: SEDENTARY

AFFILIATION: FEDERATION PROTECTORATE WORLD

RESOURCES: THE MOUNTAINS IN THE NORTHERN HEMISPHERE CONTAIN LARGE CONCENTRATIONS OF KELBONITE. THE METAPHASIC PARTICLES IN THE PLANET'S RINGS HAVE A POWERFUL REGENERATIVE EFFECT UPON HUMANS, BUT AS OF YET NO METHOD OF EXTRACTING THE PARTICLES WHICH IS SAFE TO THE ECOSYSTEM HAS BEEN DISCOVERED.

PLACES OF NOTE: THE BA'KU VILLAGE IS THE ONLY MAN-MADE SETTLEMENT ON THE PLANET.

SHIP FACILITIES: NONE



minerals mixed into the flowing water results in a wonderful visual effect which causes the river to appear silvery and metallic, almost like a gushing flow of liquid steel.

The climate on most of the mainland is temperate, leaning toward the warm side. The Ba'ku planet's orbit is only a slight ellipse, resulting in little seasonal change.

LOCATIONS

The primary location of interest is the Ba'ku village, located on the northern mainland about halfway between the equator and the pole. The Ba'ku village is nestled against the mountains, guarded from the elements by a natural rock-face barrier. This rural community is surrounded by farms and rests just off a vast lake that supplies the villagers with clean water.

The architecture in the village is surprisingly advanced for such a small settlement. The streets are of smoothly cut brick and marble pillars form the bases of intricately carved arches. There about two hundred buildings in the village, including one- to three-story dwellings and numerous shops. At the east end of the village is a large, open farmers' market where the Ba'ku trade a splendid variety of exotic fruits and vegetables. Over the centuries, the Ba'ku have perfected their agriculture to an art form and can create several variations from a single type of seed.

Also of note on the mainland is the active volcano Mount Do'kra. This wonder, located near the southeastern tip of the continent, is constantly active, feeding itself its own lava through massive fissures that extend for miles. In a remarkable and unexplainable pattern of nature, Mount Do'kra erupts every 112 days. This is a wondrous event to behold and every few years the Ba'ku make the long trip south to witness the phenomenon.

HISTORY

The only sapient species on the Ba'ku planet is not indigenous to the world. The planet was settled by a small group of colonists known as the Brek'a, who discovered the planet a little over three hundred years ago.

In 2066, amid an escalating arms race which threatened to destroy all life in their solar system, a group of about five hundred Brek'a abandoned their homeworld in search of a quiet planet where they could live a life devoid of technology. Light years from their solar system they came upon the Briar Patch and discovered an innocuous planet nestled within the cloud of nebulae and interstellar dust.

Not long after their arrival on the planet they discovered the effects of the metaphasic radiation, a pleasant "fringe benefit" of their new home. The Brek'a renamed themselves the Ba'ku, which means "new beginning" in an ancient Brek'a tongue. The Ba'ku have lived simply and peacefully for over two hundred years as a pre-industrial society, content to exist with a minimal amount of technological devices.

However, after a time the younger generation, long since grown to the same physical maturity as their parents, longed for a return to a civilization of advanced technology. After great debate, the splinter faction was exiled from the planet. They left in the starship their parents had come in and began their own civilization, calling themselves the Son'a ("the renouncers").

In 2375, almost eighty years after they had left, the Son'a, now a nomadic species active in interstellar trade, returned to the Ba'ku planet. They intended to extract metaphasic particles from the planet's rings for scientific use, although the Son'a leader Ru'afo also had his sights set on revenge; the process would render the planet uninhabitable for generations, forcing the Ba'ku from paradise. Because of the planet's location in Federation space, the Son'a established an agreement with the UFP. The Federation would help the Son'a relocate the Ba'ku inhabitants; in exchange, they would receive the medical technological benefits of the metaphasic particles.

The relocation of the Ba'ku was prevented by Jean-Luc Picard and the crew of the *U.S.S. Enterprise-E*, who believed the relocation was a violation of the Prime Directive. Afterward, many of the Son'a rejoined their kin on the planet and the Ba'ku planet was ultimately named a Federation protectorate.

POPULATION

There is only one settlement on the Ba'ku planet, a village of about seven hundred citizens. All are of Brek'a origin, and about eighty of these people were Son'a who chose to remain on the planet and reintegrate with their former society after the conflict in 2375. The Ba'ku live a simple life, devoid of any industrial-age technology, and are completely self-sufficient.

As members of a nearly immortal species, the Ba'ku live life at a much slower pace than humans. They have no sense of urgency, no need to complete a project the next day or even the next month. According to the logs submitted by Captain Picard of the *U.S.S. Enterprise-E*, the Ba'ku may experience life in a sort of extended "now." Through his own experiences, he describes the effect as an altered reality in which time appears to slow down. If this is true for the Ba'ku, then they may actually be living life more slowly than everyone else—minutes become hours, hours become days, and years stretch into centuries. The Ba'ku take their time in all their actions and can be content simply to meditate for hours on end. However, this has by no means led to an existence of sloth or laziness. The Ba'ku have far greater hand-eye coordination than humans and a tremendous mental discipline. They revel in manual labor and working with their hands instead of machines.

The Ba'ku appear as a simple folk. Their clothes are homespun, and by appearance alone advances such as electricity seem to be a foreign concept. Appearances are deceiving, though—the Ba'ku are still a highly advanced people, with full knowledge of warp technology and quite a bit of science that goes beyond even Federation knowledge. However, the Ba'ku have chosen to ignore this side of their existence. They employ simple machines, like windmills and water pumps, but are not willing to take advantage of any industrial-age advances.

While travelers to the Briar Patch are rare, the Ba'ku have always welcomed visitors, whom they refer to as "offworlders." Despite a warm hospitality, most visitors quickly become uncomfortable with the sedentary life of the Ba'ku, which seems to move in slow motion. One of the most difficult concepts to grasp is the Ba'ku life cycle, or lack thereof. Once a Ba'ku individual reaches the age of physical maturity, he does not live with any long-term goals in mind, nor a need to reach milestones such as marriage and parenthood in any set timeframe.

GOVERNMENT

There is no official government within the Ba'ku society, but there is a "community council" comprised of twenty individuals who were among those who pioneered the Ba'ku settlement. Sojef, the leader of the exodus which led the Brek'a to the planet, has remained the community leader for over three centuries. When matters of controversy arise, the members of the community council meet to discuss and enact a resolution.

The council engages in an open discussion to find a solution which is accepted by a large majority of the members. There is no exact number defining what a "large majority" consists of; Sojef measures the opinions of the other council members and makes the ultimate decision.

Meetings of the council are rare, though every decade or so they meet to discuss the state of their technology. The council has successfully regulated Ba'ku technology over the centuries, determining which advances should be integrated into the village and which should be banned.

STRATEGIC IMPORTANCE

Much as enemy species took interest in the planet created by the Genesis device in 2285, there is sure to be interest in the Ba'ku planet as word of its remarkable regenerative effects spreads through the galaxy. Its location within Federation space-not to mention its status as a Federation protectorate-will dissuade most invaders, but it is a planet other species will keep an eye on, especially those with no alliance to the Federation.

PRESENT CONFLICT

Since they have only one settlement, warlike conflicts are unknown to the Ba'ku. They refuse to use weapons of any kind for fear of regressing to the Brek'a society which self-destructed centuries ago. The older generations of Ba'ku recall those days vividly, as many were alive to witness the Brek'a's warlike past. Conversely, many of the younger generation-those born on the Ba'ku planet-have begun to express an interest in their technological heritage. They desire to see the "offworld" and are not content to live as simply as their parents have for so many years. This has led to periodic debates among the Ba'ku over their level of technology. The return of the Son'a could only exacerbate the issue.

The community council remains at odds on how to deal with the issue. There are some who continue to maintain that the Ba'ku must abandon technology, lest they repeat the mistakes of their ancestors. They feel that placating the youths' desires would cause a snowball effect which would ultimately result in a conflict similar to the one which caused the exile of the Son'a. Others believe the only way to avoid this path is to let the children explore their heritage. Regardless of their individual points of view, all of the council members agree that the issue remains volatile. Unfortunately, no clear solution has presented itself and, while there is no immediate danger, the situation could begin to boil over within the next decade if it is not dealt with.

EXPORTS AND IMPORTS

As part of the terms of the Ba'ku's acceptance of status as a Federation protectorate, there is a full embargo on trade with offworlders. The Ba'ku council requested this restriction so that they could continue as a simple, self-sufficient society. Thus, while visitors are welcome on the planet, they are prohibited from opening any type of trade negotiations with the Ba'ku.

NOTED INHABITANTS

The leader of the Ba'ku village is a man named Sojef, who was one of the key figures responsible for the departure from the Brek'a homeworld. Sojef staunchly advocates avoiding the pitfalls of technological advances. While amenable to allowing visitors to enter the village, he has worked hard over the centuries to keep technological influences out of Ba'ku society and out of the minds of the children. This has become increasingly difficult since the crew of Enterprise left the Ba'ku. Sojef's young son Artim, who spent time with the android Data, has feelings that typify many of the other children—an innocent, youthful spirit with an emerging desire to learn more about machines and similar technology.

Another notable Ba'ku citizen is Anij, who acts as something of a liaison when offworlders visit the planet. Anij aided the crew of the Enterprise when the Son'a tried to evacuate her people forcibly from the planet. On the rare occasions when external affairs arise, she is often assisted by Tournel, another member of the council. As with almost all Ba'ku, Tournel believes in staying away from technology, but he did not advocate the exile of the Son'a, and has long cursed himself for his inability to come up with an alternative solution.

CREATURES

The Ba'ku planet is home to a wide variety of animal life. Its many species include birds, mammals, and marine reptiles, but no insects. Creatures unable to withstand the constant bombardment of metaphasic radiation have become extinct, leaving the planet void of insects and almost all land-based reptiles. This has had a particularly interesting effect on the avian population. Instead of dying out along without their natural food supply, many of the bird species adapted, becoming either vegetarian or carnivorous. Birds have also taken over many of the natural roles of their former prey, such as pollinating flora. The result is an amazing collection of avian species. Many of these bear similarities to insect life on Earth, such as the *jenkaw*, which possesses a bee-like stinger. There are also species which feed on other birds; the largest of these can grow to as much as 20 feet long.

Another species of note is the *e'kar*, a llamalike animal which the Ba'ku have domesticated. *E'kar* are strong and possess high endurance (qualities not uncommon among the planet's wildlife), making them perfect pack animals. Additionally, they produce a sweet milk which, thanks to the metaphasic radiation, is available in abundance. This dual functionality has provided the Ba'ku with an invaluable resource.

The *rhyl*, a small, palm-sized mammal, makes a popular pet among the Ba'ku. This charming little creature resembles a tiny, fur-covered version of the Terran seal, and moves with a wriggling motion similar to a centipede.

EPISODE IDEAS

Viper in the Grass: While many of the Son'a who decided to return to the planet did so because they wished to rejoin their relatives, some have a more nefarious plan in mind. A small group carefully works to feed the younger generation images of the wonders of technology, in the hope of ultimately overthrowing the simple Ba'ku way of life. Upon discovering this corrupting influence in their midst, but not determining its source, the council asks the Federation for its help.

Alternatively, the council could know exactly who is responsible for the discord and confront the faction. Now they need a Federation diplomatic team to mediate so that history does not repeat itself.

Adverse Possession: Word of the Ba'ku planet spreads through the galaxy and an ancient species comes forth, claiming to have owned the planet long before the Ba'ku arrived. Is their claim sincere, or is the evidence presented a ruse? Either way, they are prepared to fight for what they claim is rightfully theirs, and the council calls on the Federation for assistance.

Tempest Agenda: The planet begins to experience strange fluctuations in atmospheric conditions, the likes of which the Ba'ku have not seen in their centuries on the planet. A Federation starship is sent to investigate. The cause is a group of Romulan or Klingon science vessels hiding in the Briar Patch with cloaking technology. They perform experiments whose goal is to extract metaphasic particles without being detected. The intruders could be acting on their own or, for a more sweeping campaign effect, under the direction of their respective empires' leaders. How will the Crew deal with this violation of the Federation's protective quarantine? How will it react when the intruders offer to share valuable information they've discovered?

NAME: E'KAR

TYPE: GRAZER

SIZE: 135-200 KG; UP TO TWO METERS TALL AT THE SHOULDER

FORM: LONG-NECKED, LONG-LEGGED MAMMALIAN QUADRUPED, WITH WHITE OR BROWN FUR

ATTRIBUTES: COORDINATION 2, FITNESS 3 (STRENGTH +4, VITALITY +2), INSTINCT 2, PRESENCE 2

BASE MOVEMENT: RUN 15/30

RESISTANCE: 6

SPECIAL ABILITIES/UNUSUAL SKILLS: NONE

WEAPONS: BITE 1

DIFFICULTY: 7

DAMAGE: 1

DESCRIPTION AND ADDITIONAL NOTES: THE E'KAR RESEMBLE THE LLAMA OF EARTH'S SOUTH AMERICA. THEY HAVE FUR WHICH IS USUALLY IVORY OR WHITE, BUT CAN DARKEN TO BROWN; THE PATTERNS IN AN E'KAR'S FUR OFTEN INDICATE ITS BREED OR HOME REGION. DOMESTICATED LONG AGO BY THE INHABITANTS OF BA'KU, THEY ARE USED MAINLY AS DRAFT ANIMALS. HOWEVER, SOME STRAINS ARE BRED FOR SPEED AND USED AS RACING ANIMALS.

BETAZED

Betazed has achieved a significant degree of importance in Federation affairs. The value of Betazoids to the UFP as diplomats and counselors cannot be overemphasized. With Betazoids assigned to almost every ship in Starfleet, the Federation has seen significant improvement in the success of first-contact overtures with alien species and of negotiations with both allies and enemies. Betazed also hosts the biennial Trade Agreements Conferences, where the economic strengths of planets are weighed against the Federation credit and Betazoid negotiators help forge interstellar trade agreements among UFP member worlds, nonmembers, and the various peaceful starfaring neighbors of the UFP. The UFP would be hard-pressed to find another world so trusted to handle such delicate negotiations.

The rich culture of Betazed has also influenced the UFP. Betazoid beliefs and thoughts have led to a revival of spirituality in may parts of Federation territory. Many cultures have begun to adopt traditions similar to those of the Betazoids.

SOLAR SYSTEM

Betazed lies in a system of five planets orbiting a yellow star. The innermost planet, Hynozad, appears as one of the brightest objects in Betazed's sky. Hynozad is geologically inactive and has a smooth, light-colored surface, making it one of the most highly reflective planets ever discovered. Its close proximity to its sun means it gathers a great deal of light. Hynozad is little explored, for the Betazoids have long attributed a religious significance to it and do not wish to treat it as just another planet to be explored and catalogued.

Betazed is the second planet from the sun. It is a Class M planet with gravity and atmospheric pressure approximating those of Earth. It has three small moons (Avandar, Merandar, and Keylandar). The moons all have distinct orbits and rarely appear in the same section of the sky. When all three moons cluster together it is considered a time of great significance.

The three outer planets are gas giants with rings and several icy moons each. Explorations of these planets and their satellites have yielded little of interest. Proxon, the closest planet to Betazed, has a small research station in orbit for testing equipment used to measure gaseous anomalies.

ENVIRONMENT

Betazed has five continents and hundreds of islands. Most of the continents are filled with lush forests and rainforests broken up by grasslands in the interior and vast wetlands along the coasts. Long rainy seasons typify spring weather on Betazed, but the summers remain fairly temperate and comfortable. Autumns and winters also tend to be mild in comparison to weather patterns on other planets.

The Betazoids do not use weather-control technology, as they believe it involves unnecessary tampering with nature. As a result, settlements on Betazed occasionally suffer from typhoons and other natural disasters which are uncommon on most civilized worlds. The world's three moons cause significant tidal forces, and, without weather-control technology in place, such storms are permitted to rage unchecked.

BETAZED

PLANET NAME: BETAZED (BETAZED II)

CLASS: M

SYSTEM DATA: BETAZED HAS THREE SMALL MOONS-AVANDAR, MERANDAR, AND KEYLANDAR.

GRAVITY: 1.0 G

YEAR AND DAY: 377.33/25

ATMOSPHERE: OXYGEN-NITROGEN, WITH EARTH-NORMAL PRESSURE

HYDROSPHERE: WATER COVERS 78% OF THE PLANET'S SURFACE.

CLIMATE: MILD, WITH TEMPERATURES AVERAGING 23O C (75O F) IN THE SUMMERS AND 13O C (55O F) IN THE WINTERS. CLIMATIC ZONES RANGE FROM TROPICAL TO ARCTIC; AVERAGE RAINFALL IN ALL ZONES IS EQUAL TO ROUGHLY ONE AND A HALF TIMES EARTH'S, THOUGH SOME SEASONS ARE WETTER AND SOME DRIER. NO WEATHER-CONTROL TECHNOLOGY IS EMPLOYED.

SAPIENT SPECIES: BETAZOIDS (5.6 BILLION), HUMANS (11 MILLION), CENTAURANS (6 MILLION)

TECH LEVEL: LEVEL SIX

GOVERNMENT: REPRESENTATIVE DEMOCRACY

CULTURE: BETAZOIDS ARE A CONTEMPLATIVE, SPIRITUAL PEOPLE WHO, THANKS TO THEIR TELEPATHIC ABILITIES, ARE EXCELLENT PEACEMAKERS AND NEGOTIATORS. THEIR SOCIETY IS GENERALLY A QUIET AND PEACEFUL ONE.

AFFILIATION: FEDERATION MEMBER

RESOURCES: EXTENSIVE NATURAL RESOURCES, BUT MOST REMAINING NATURAL AREAS ARE LEFT UNDISTURBED (OFTEN BECAUSE OF THEIR PERCEIVED SPIRITUAL QUALITIES).

PLACES OF NOTE: MEDARA, A HOLY CITY AND ALSO THE PLANET'S CAPITAL; SCENIC LAKE CATARIA; DALARIA, THE SITE OF THE BIENNIAL TRADE AGREEMENTS CONFERENCE; THE GREAT WHIRLPOOL; THE UNIVERSITY OF BETAZED

SHIP FACILITIES: DALARIA SPACEPORT, BETAZED IV ORBITAL SHIPYARDS

LOCATIONS

Medara, the capital of Betazed, is located on the largest continent. The Ruling Council holds sessions in the city, and each of the Great Houses of Betazed maintains a residence near the city's center. Most of these residences border the vast Plaza of Contemplation, which rests in the center of the city and serves as the focal point of the citizens' spiritual lives. While a plethora of smaller temples and sacred sites dot Medara's landscape, most large celebrations and holy days are celebrated in the great Plaza.

Medara is a large, sprawling place, made all the more beautiful because of its wholesale integration into its surroundings. Gardens abound, and many structures rise from the floor of the great swamp which cradles the city. The layout of Medara appears intuitive to the casual observer, and it is—the city's districts radiate outward from the central Plaza like the spokes of a great wheel, with religious and government quarters (including the residences of the great houses) giving way to business areas and finally to residences.

Medara is also a holy city, and as such contains many temples, tombs, and sacred monuments throughout its precincts. The Betazoids are careful to maintain their sacred sites; many members of the noble houses of Betazed have religious duties as well as temporal ones.

Lake Cataria is a scenic resort on Betazed. The shoreline of the lake twists and turns, creating many quiet private coves where people can enjoy themselves. The waters are crystal clear, and boating, swimming, and fishing are favorite pastimes in different sections of the lake. Once someone's day on the lake has ended, several fine hotels and restaurants stand near the shores ready to shower patrons with attention.

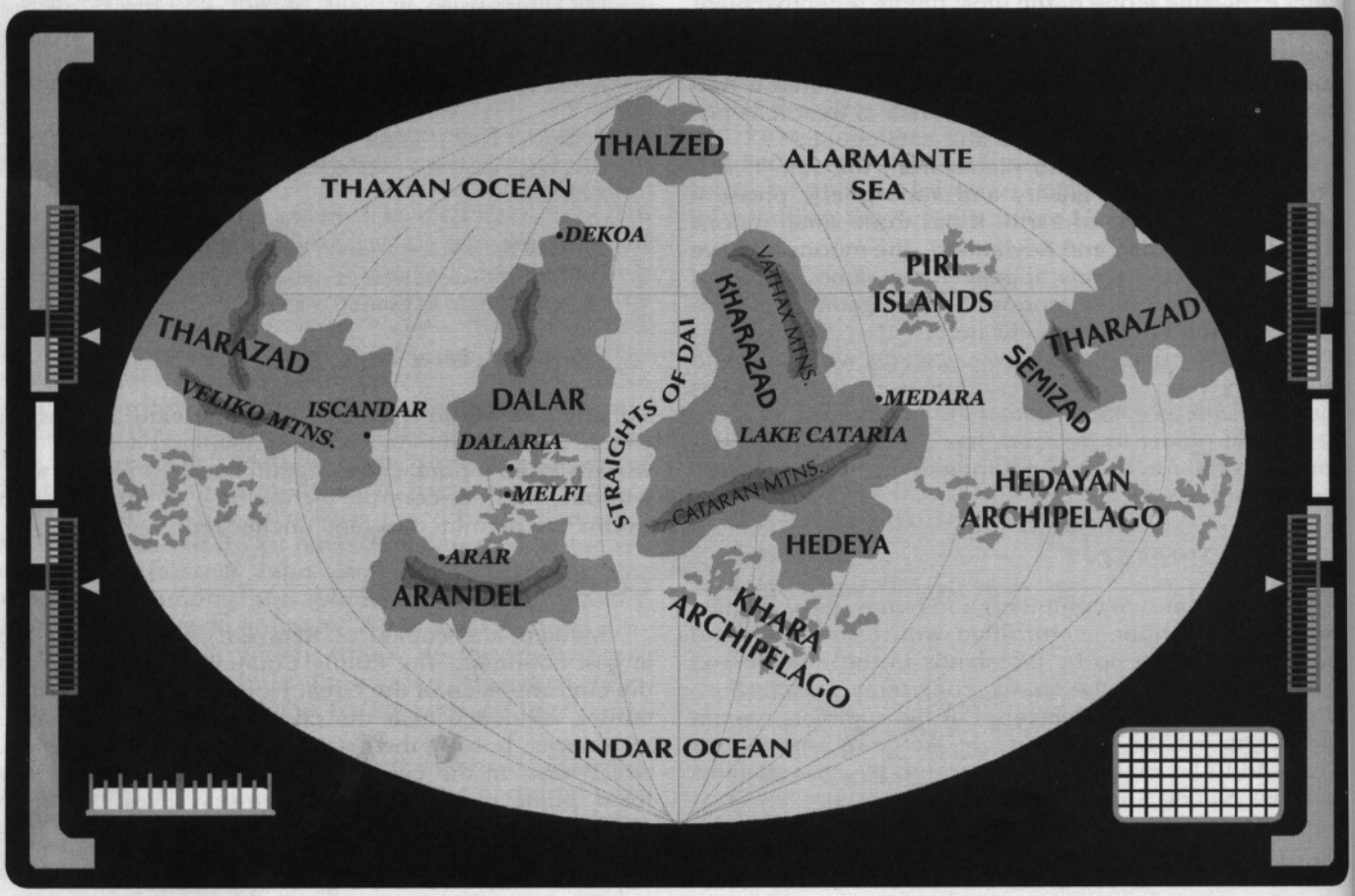
The city of Dalaria has the largest spaceport on Betazed. Thousands of shuttlecraft arrive and depart from Dalaria daily. The spaceport is also equipped with large cargo transporters to handle commerce. Dalaria is most famous as the site of the biennial Trade Agreements Conference. During this important economic summit, Betazoid arbitrators help determine the value of different goods and planetary currencies across the Federation. Although the negotiations are difficult, the delegates trust the Betazoids to be honest and fair in their dealings. The Trade Agreements Conferences have earned the Betazoids many admirers across the UFP.

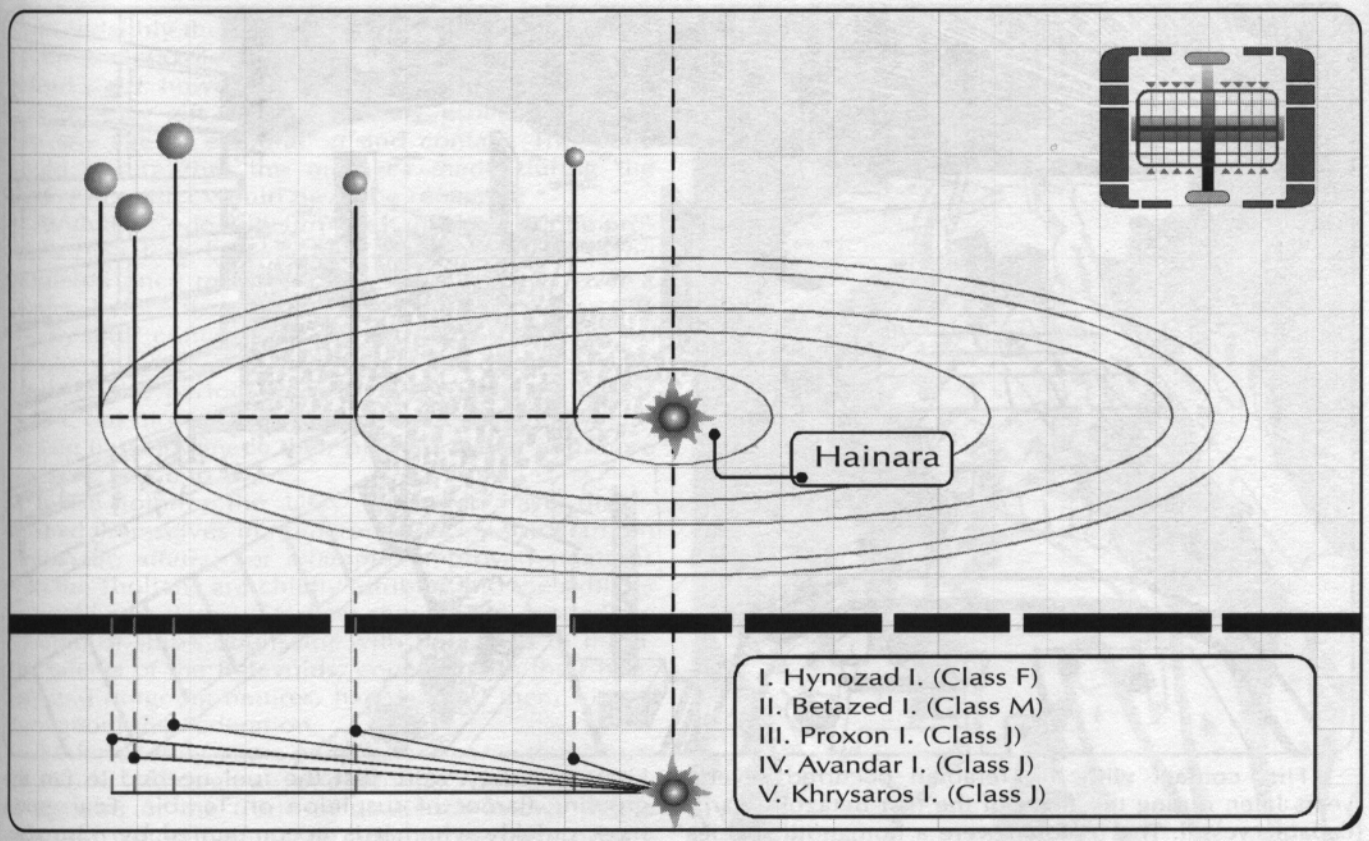
The University of Betazed is recognized throughout the Federation as one of the leading centers of psychological study in the galaxy. Students from many different member worlds seek admission to the university; members of races with telepathic powers are often particularly eager to take advantage of the university's advanced courses for such students. In addition to education, the university conducts psychological research on every member race of the UFP and several nonmember races.

Because of the spirituality of the Betazoids, there are many standing stones, quiet shrines, and other religious monuments dotting the surface of Betazed. Unlike many other modern cultures, the Betazoids are slow to give up their mythical traditions, preferring to mesh them with the advanced technology of the UFP rather than forsake the spirits.

HISTORY

The ancient history of Betazed remains shrouded in myth and legend, and the Betazoids seem to prefer it that way. Many tales speak of the gift of telepathy which the Betazoids earned from the spirits through their stewardship of the natural world. Other stories tell of great wars fought with an evil race possessing similar telepathic skills.





All Betazoids know the legend of Khrysaros. This mystical hero used his great mental powers to defeat shadowy enemies from the stars and usher in a golden age. His teachings lived on through his followers, especially the acolyte Rixx, who was granted a set of Holy Rings which are said to have the power to summon Khrysaros again during Betazed's time of greatest need. These same rings are now in the possession of Lwaxana Troi, Betazed's ambassador to the Federation; they are the ancestral property of the Fifth House.

Scholars credit the teachings of Khrysaros with the unification of Betazed. Before him, Betazoids organized into various kingdoms and city-states often fought each other. Eventually, a theocratic oligarchy gained control of the planet and brought most of the fighting to a halt. Only nobles were allowed to enter the priesthood, and the priests dictated life on Betazed.

As Betazoid technology continued to advance, the need for a more secular government became apparent. While the priesthood had succeeded in bringing feuding houses and nation-states together into a unified world governing body, their resistance to social freedoms and technological progress remained a hindrance. Betazed was still primarily a spiritual society, ruled by its beliefs, its ancient faiths, and its strong ethical nature. As the world prepared for its first spaceflight, conflict was inevitable.

The linchpin of the coming troubles appeared in the form of a progressive priest named Dainara. Dainara was a scion of the Third House, and he argued that Betazed had finally grown beyond its ancient spiritual roots. He thought that the priesthood was no longer able to govern the world effectively, and he advocated a radical separation of the secular and the spiritual. He spoke of the new responsibilities inherent in Betazoid technology, of the casual acceptance and potential misuse of Betazoid telepathy. Dainara was a charismatic leader and his message found many willing ears; unfortunately, none of them belonged to his fellow priests or nobles. In the end, his eloquence mattered little.

The maiden flight of the *Avandar* took place the following year. Although the priesthood did not like the perceived spiritual ramifications of spaceflight, they accepted progress on their own terms—as a way to spread Betazoid teachings beyond their world, possibly to other sentient species among the stars. As it turned out, they wouldn't have to wait long.

BETAZED SYSTEM

System Name: Betazed

Affiliation: Federation member

System Type: Type G2 V (bright yellow dwarf) star

Inhabited Planets: Betazed (Betazed II)

Other Planets: Four other planets, including three Class J gas giants

Other Stellar Objects: None

Artificial Objects: Proxon Research Station (located in orbit around Proxon [Betazed III]), Betazed IV Orbital Shipyard

SIS: The home solar system of the Betazoid people, a peaceful species who possess innate telepathic abilities

First contact with the Terabian occurred several years later, during the flight of the first Betazoid warp-capable vessel. The Terabian were a humanoid species inhabiting a world slightly more than four light years from Betazed, and contact was greeted with enthusiasm on both worlds. Both species had reached approximately the same point in their development; however, Betazoid agrarian technology was superior to the Terabian versions of the same, while the Terabian excelled at materials engineering and electronics. The cultures began to trade, sharing their resources and technology. The Betazoids were initially startled to learn that their Terabian neighbors did not possess telepathic abilities. While they adjusted quickly to their nontelepathic neighbors, there were those among the priesthood who thought the Terabian flawed or inferior as a result. Such beliefs would be the seeds of conflict in the years to come.

As the years passed, settlers also traveled between the two worlds and a degree of intermarriage began. All was not well on Terabia, however. While Betazoid telepathic ability was initially viewed as a curiosity, more to be marveled at than feared, the Terabian slowly began to distrust their new allies. This was partly a result of the Betazoid priesthood's assertions that telepathy was a gift and should be used widely and freely. Although there were those who recognized the dangers in this view, especially when dealing with a relatively unknown species, their voices were largely ignored. As a result, the Terabian perceived a decidedly superior attitude among the Betazoids; it was a perception that would ultimately lead to open resentment.

This resentment initially took hold in the mercantile sectors, with Terabian traders accusing their Betazoid counterparts of unfair practices and advantages. Since the Betazoid predilection for honesty is now well known, it is doubtful that such accusations were true. However, they were just the fuel needed to fan the growing flames of suspicion on Terabia. Fear grows most quickly when it is accompanied by misunderstanding, and in this case that adage held true.

The Betazoid settlers living on Terabia were quickly rounded up and thrown into makeshift internment camps. Fearing a retributive strike by the "mind-readers," Terabia launched a preemptive strike against Betazed itself. While neither side had amassed much of a military arsenal, the ensuing war was protracted and brutal, with the Terabian offering no quarter. After nearly seven years of fighting, with neither side gaining the upper hand, the Terabian finally agreed to enter into negotiations with Betazed. Speculation continues among historians regarding the Terabian change of heart; many feel that it reflects the increased knowledge and understanding the Terabian gained from the Betazoid prisoners in their own internment camps.

The ruling priesthood on Betazed had already realized that their ways were becoming outdated, though most refused to admit it. However, in the wake of the war, they could no longer ignore the obvious. Thus, in their time of need, they turned to the man whom they had ignored so many years before. Dainara took the lead in the negotiations with the Terabian. The Terabian Armistice was negotiated, and a provisional council was established until a secular government could take its place. Large-scale reforms were implemented and discrimination based on social class was abolished. The Ruling Council was eventually formed in the wake of provisional rule, and Betazed began the long process of rebuilding.

Perhaps the most lasting contribution to come out of the spiritual arm of the provisional council was the Code of Sentience. Spearheaded by Dainara, and influenced heavily by his teachings, this code set

down indelibly the duties, responsibilities, and prohibitions of Betazoid telepaths. Betazoid telepathy was indeed a gift; however, the people of Betazed needed to respect the gift and use it wisely, especially during this new age of exploration and contact. The Code would ensure that the mistakes made during the Terabian conflict would never be repeated.

With the Code now firmly established, a long process of healing began with the Terabian. Betazed prospered once more, and peace reigned for over a century before first contact was made with the UFP. Shortly after contact was made, Betazed applied for membership and was accepted. A few traditionalists speak of the period before UFP contact as a near utopia, but most Betazoids feel that Federation membership has only made their planet a better and more equitable place to live.

Since joining the UFP, Betazoids have distinguished themselves in numerous areas, particularly in diplomatic affairs. For example, improved relations with the Tholians are chiefly attributed to the skills of Betazoid negotiators. Starfleet specifically created the position of ship's counselor with Betazoids in mind. The talents of the Betazoids, coupled with their honesty and outgoing natures, have earned them friends throughout the Federation.

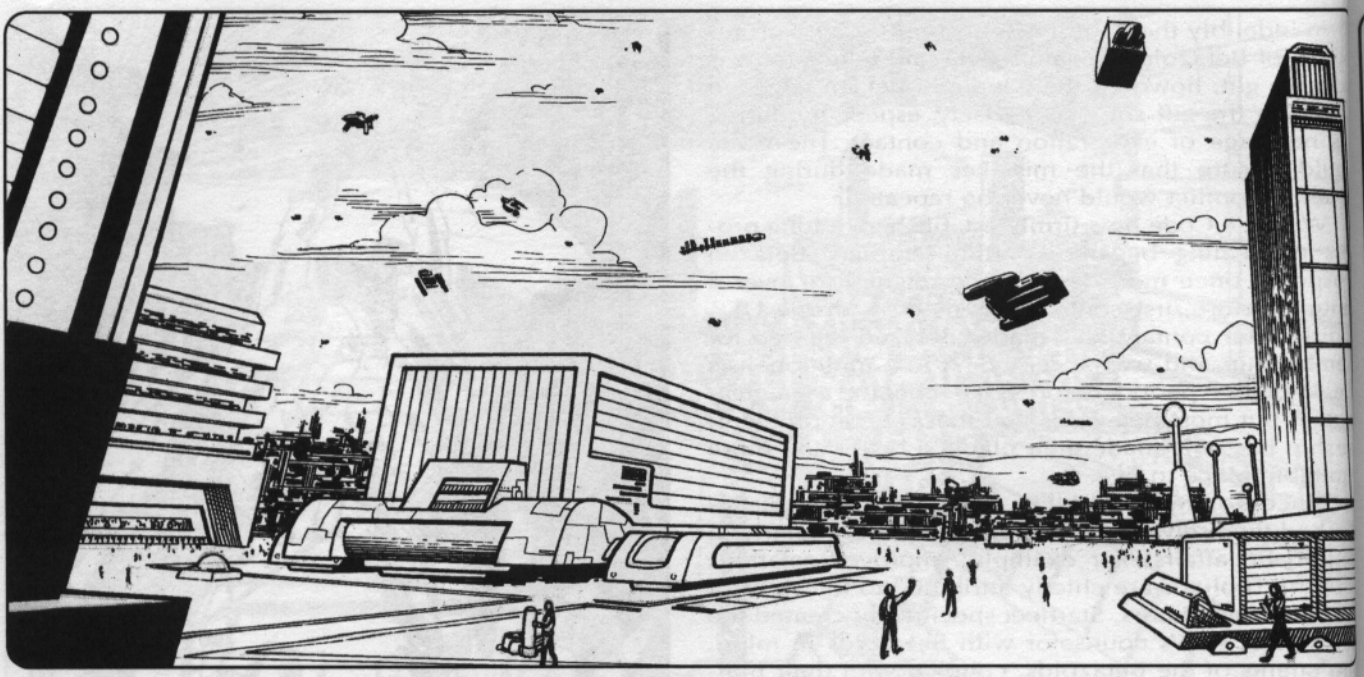
Unfortunately, some people have come to mistrust Betazoids. Although anyone familiar with the history of Betazed or the Code of Sentience knows that a Betazoid would not invade another person's private thoughts, a strong prejudice has arisen in some places against telepaths (of any race). The UFP and Starfleet have developed educational programs for Federation citizens who feel this way to help them come to terms with their fear of telepaths and dispel their prejudices against the psionically gifted.

POPULATION

Betazoids appear virtually indistinguishable from humans. They have a few internal and developmental differences, such as different placement of organs and a ten-month gestation period, but otherwise they have the same level of tolerance for hostile conditions and the same biological functions. One of the most notable differences in the development of Betazoid females is a period called "the Phase," in which a Betazoid woman sexually matures and her sex drive often quadruples. The Phase usually occurs in the mid-life of a Betazoid woman, in her late fifties to mid-sixties.

BETAZOID TELEPATHY

All Betazoids develop telepathic abilities during their lives, usually following puberty. The Code of Sentience outlines the strict rules and guidelines which Betazoids follow to avoid prying into the minds of others. Other races have little to fear from Betazoid telepathy, because the Betazoids consider the thoughts of others sacred. They still remember the lessons learned during the conflict with the Terabian. A few Betazoid children are born with telepathic abil-



ities or develop them prematurely. These children require intensive therapy to be integrated into Betazoid culture.

Betazoid telepathy has had a drastic effect on their culture. Honesty is valued above all other traits on Betazed. In a society with telepathy, lying is almost impossible. Betazoids are unequivocally honest by nature, and they are distrustful of those who lie. An ancient Betazoid saying states, "One who speaks one thing and thinks another fights a war inside."

Betazoids' telepathic abilities will not work on the Ferengi (who have four-lobed minds), the Dopterians (whose minds are similar to those of Ferengi), or the Breen.

Love and Marriage

The Betazoid view of marriage is also different from that of many other cultures. Betazoids exchange wedding vows in the nude, because nudity acts as an outward expression of their open, telepathic society; both partners come to each other in a spirit of openness and honesty.

Children from Betazoid families are genetically bonded to one another at birth. Politics play an important role in the choosing of mates for Betazoid children. A suitable genetic partner must also be selected in order to produce healthy children who can contribute to society. Traditionally, love is considered a separate issue from marriage in Betazoid culture. A Betazoid may form a psychic bond with someone with whom he is close. This individual is referred to as *imzadi*, which loosely translates as "beloved." The tie between a Betazoid and his *imzadi* is difficult to understand. It is a deep connection which lasts for a lifetime, no matter what course the lives of the two may take. Many young Betazoids have started marrying their *imzadi* instead of their genetically bonded partners, which has drawn strong criticism from some noble houses.

Culture

Although their power has dwindled in the millennia since their founding, the noble houses of Betazed still maintain a privileged status in Betazoid society. The houses have been a Betazoid institution since before the time of Khrysaros, their origins intertwined with Betazoid spirituality and the inception of the priesthood. It is said that the houses had their origins in a place far beyond the stars, and were brought to Betazed with the first inhabitants. While this story may or may not be true, it has had an apocryphal impact on Betazoid history, and the houses retain much of their previous power and importance even in the modern age.

Although most opportunities are open to all Betazoids, a cultural distinction still exists between the wealthy great houses and the commoners. Betazoids are quick to downplay this in the presence of outsiders, but claims of noble blood remain highly respected and are accorded special significance during religious rites. The Betazoid priesthood has become an open brotherhood, but house affiliation or membership remains the surest method of entrance.

There are, of course, thousands of other aspects to the rich culture of Betazed. Many schools of meditation exist on the planet to help others learn to connect with the natural world. Betazed also has a rich martial arts tradition; Betazoid styles meld telepathy with combat maneuvers as the fighter tries to anticipate his opponent's moves and counteract them almost before they begin. Dancing is a highly developed art form on Betazed, as is mind-imaging, a form of interactive storytelling where the participants telepathically link together to share mental images.

Government

The Ruling Council, a democratically elected body, governs Betazed. Within the Council Hall, all debate and discussion is conducted telepathically. Although

council members may shield their thoughts, such actions are frowned upon. Betazoids see their legislature as sacred and believe that complete openness allows the best decisions to be reached. Failure to participate fully means the Councilor is shirking his duty to his constituents.

Unlike many other planets, Betazed has no one supreme leader. Instead, a vast bureaucracy serves under the Ruling Council. The bureaucracy is divided into many different *Relzari*, or "departments." For example, the High Office of Defense commands the Betazed Defense Force; economic affairs are handled by the High Office of Finance; and the Office of Domestic Affairs works to maintain the quality of life for all Betazoids. The Council itself appoints ambassadors and debates all diplomatic affairs.

Below the planetary level, Betazed is organized into provinces which are administered by governors. They handle the day-to-day affairs of the provinces and make certain that the directives of the Ruling Council are observed. Governors are seen as relatively low-level civil servants on Betazed and are rarely accorded much attention unless a province seems to be mismanaged.

STRATEGIC IMPORTANCE

Betazed has significant strategic value to the UFP. Its location close to the Vulcan home system and many other important regions makes it a strategic linchpin to be strongly defended. For this reason, the defense of Betazed has always received the highest priority; normally, the Betazed system falls under the protection of the Twelfth Fleet, and patrol vessels are a common sight in the system. During times of crisis, the fleet usually assigns a detachment of ships specifically to defend Betazed from possible hostile action.

PRESENT CONFLICTS

The Enlightened Mind Movement seeks to convince Betazed to withdraw from the UFP. It sees foreign influences as pollutants which are not only destroying Betazoid culture, but which are also cheapening the Betazoids' spiritually bestowed telepathic gifts. This dissident group considers members of nontelepathic races to be inferior beings who wish to exploit the mental aptitudes of the Betazoids. They feel that modern Betazoids have forgotten the lessons learned from the Terabian conflict, and in a sense they view the UFP government as a kind of modern-day Terabia. The Movement believes that prior to the initial Terabian contact, Betazed was in the midst of a true golden age, and they hope to recreate the utopia of the past once more by breaking away from the UFP.

Members of the Enlightened Mind Movement work covertly, using their telepathy indiscriminately on non-Betazoids in an attempt to undermine ties between the UFP and Betazed. Many of the prejudices held by races against Betazoids (and telepaths in general) are a result of the efforts of the EMM. The extremists in EMM have even begun planning terrorist attacks on their own people; Starfleet Intelligence has already foiled one planned assassination of Ambassador Lwaxana Troi.

Externally, the Ferengi have also become a threat to Betazed. Many elements in the Ferengi leadership wish to undermine Betazed's position in the UFP. They believe that without the Trade Agreements Conferences, the Federation economy will become ripe for Ferengi exploitation and profiteering. For their part, Betazoids have an intense dislike of Ferengi, bordering on fear in some cases, due to their inability to read the Ferengi's four-lobed minds.

EXPORTS AND IMPORTS

Betazed does not produce a great number of exports, but the skills of her people remain in demand throughout the UFP. Betazoids make excellent diplomats, psychologists, doctors, political advisors, and arbitrators. Because of the Federation-wide demand for their skills, many Betazoids leave their homeworld during their youth and build a career among the stars. Although most enjoy successful careers beyond their homeworld, many eventually return home to live, work, and raise families among their brethren.

Betazed is a largely self-sufficient world. Although Betazed does not export many goods, it does not have a great need for a large number of imports, either. Important new technologies are imported from the core worlds, as are certain critical raw materials, but many Betazoids dispense with luxuries considered common on similar worlds. What goods they do need are often easily replicated. The relative economic independence of Betazed gives the Trade Agreements Conferences even more credibility.

NOTED INHABITANTS

Lwaxana Troi is the current Ambassador to the Federation for the government of Betazed. She is a daughter of the Fifth House, Holder of the Sacred Chalice of Rixx, and Heir to the Holy Rings o Betazed. She has a reputation as a free spirit an travels throughout the UFP. She especially enjoy visiting the mud baths on the Parallax Colony o Shiralea VI. Lwaxana's daughter, Deanna, currentl serves in Starfleet as ship's counselor aboard th *U.S.S. Enterprise-E*.

Talloc Morganth is recognized as the mos renowned psychologist in the UFP. He teaches sev eral courses at the University of Betazed, but ofte travels off-planet to attend conferences and investi gate incidents at the request of Starfleet. He is a older nobleman, a member of the Seventh Hous and Guardian of the Seal of Vashti, an ancient spiri of healing. Talloc is a very spiritual person; he ha an ongoing debate on logic versus spirituality whic he enjoys taking up with every Vulcan he encoun ters.

The Betazoids also have a legend about th Silent One, he whose mind remains unknown. He i said to be part demon, and thus his mind cannot b read telepathically, even though he is said to posses the gift of telepathy himself. The Betazoids clai that he is immortal, chosen by the spirits to guar the Betazoids from their own arrogance. On severa occasions, the Silent One has been captured b tyrants and put to death, but the legend persists.

Some researchers believe the Silent One may b the product of a rare mutation passed down through the generations. Others whisper that he is actuall Khrysaros, returning periodically before his fina summons to aid Betazed in times of need and deliv er the Betazoids from their own failings. Regardless of his true origins, the Silent One plays a prominent role in several of Betazed's more outspoken faiths (the Enlightened Mind Movement, for example, claims he has been sent to deliver Betazed from out siders).

CREATURES

FOGCAT

A broad diversity of plant and animal life lives on Betazed, and most flora and fauna are specially adapted to the often wet climate of the planet. Unlike other worlds, Betazed still has a number of large predators, including the *fogcat*, a type of gray-white tiger which generally avoids humanoid creatures.

The Betazoids have domesticated many native species. One of the more unusual animals is the *theocondt*. Roughly analogous to Earth's ostrich, the *theocondt* is a slightly larger, more colorful flightless bird with thin webbing between its toes. *Theocondts* have long pointed beaks much like those of storks and are capable of moving at speeds close to thirty miles an hour on the run, even through thick muck. Some myths say Betazoid warriors went into battle riding these animals, which could be trained to attack with their sharp beaks.

THEOCONDT

"Whispering men" are highly evolved primates which live in the deepest wilderness areas of Betazed. They get their names from the "sound" of their thoughts, which seem like unintelligible whispers combined with a few basic feelings. They are much larger than Betazoids, standing nearly eight feet tall and weighing several hundred pounds. Usually they spend their time crouched over or walking on all four limbs like a gorilla. They have thick gray fur and strong leathery hands with opposable thumbs. They are very cautious and do their best to avoid contact with Betazoids. Whispering men play prominent roles in many Betazoid legends.

WHISPERING MEN

MUKTOK

Muktok are plants which have a distinctive variegated, bristlelike foliage; they live for hundreds of years. The blooms of the *muktok* give off a pleasant sound when shaken. These plants are cherished by Betazoids, and grown *muktok* are protected from destruction. The *muktok* seems to thrive off a particular combination of nutrients only found in the soil of Betazed. Attempts to grow these plants on other planets have met with failure.

NIGHTWINDS

Nightwinds are birds with silvery black feathers and a form of telepathy which they use to hunt at night. They resemble the raptors of other planets, preying only on large moths and small mammals. A few Betazoids manage to raise the birds using telepathic techniques along with falconry skills. Seeing a *nightwind* when a moon is full is considered an omen of great change, usually for the better. Black marketeers will pay a fortune to anyone who can capture one of these birds and smuggle it off Betazed.

EPISODE IDEAS

Stowaway: A son of the Second House of Betazed stows away on the Crew's starship to be with his *imzadi*. His mother, a member of the Ruling Council, has reported his disappearance to Starfleet and demands that he be found and returned home so that he may marry his genetically bonded partner. To make matters more complicated, the *imzadi* may be a Crew member or a likeable NPC. If the stowaway is not returned, the Crew may be responsible for an interstellar incident. If he is returned, he will be forced to marry against his will.

The Mind of a Youth: A psychotic Betazoid youth with incredibly powerful telepathic abilities has escaped from the hospital at the University of Betazed. Betazed has requested Starfleet's help to find him, and sends a doctor from the Betazed University to assist the Crew. Although he is a young man, the escapee possesses the ability to project his thoughts into the minds of others and force them to do his bidding. If he escapes from the planet, he may well become a danger to the citizens of the UFP. When the Crew arrives they may find evidence of Romulan or Ferengi involvement in the escape as well.

The Staff of Khrysaros: While the Crew members are on shore leave (on, say, Risa), an alien offers to sell them an ancient map, which he claims he took from the body of a Betazoid who was killed in a shuttle accident. The map shows the location of the Staff of Khrysaros, the mythical hero of Betazed. The Staff is an object of great religious significance to the Betazoids; it would be sacrilege for such an important artifact to fall into non-Betazoid hands.

After they report the unique contents of the map to their captain, the Crew members learn that the alien has sold several copies of the map over the last several weeks. They must race to Betazed to prevent this ancient relic from being removed from Betazoid soil and falling into unfriendly hands.

BOLARUS IX

Homeworld of the Bolians, Bolarus IX is one of the primary worlds of the Federation. The work-oriented Bolians are a talented species with an unparalleled ability to work with others. This synergistic talent has made them popular throughout both Starfleet and the Federation at large; their ability to facilitate complex group dynamics while solving difficult or seemingly insurmountable problems has drawn many into fields involving science, medicine, research, and technology.

Hard-working and strictly regimented, Bolians are always seeking knowledge; they believe innovation and learning will allow them better to understand and therefore control the universe around them. For this reason, Bolarus IX has become a center for learning within the Federation, home to some of the finest engineering and applied science academies in the galaxy. However, the workload the Bolians expect a student to carry is enough to cause most non-Bolian students to drop out within the first year. Graduates are, understandably, highly respected throughout the UFP.

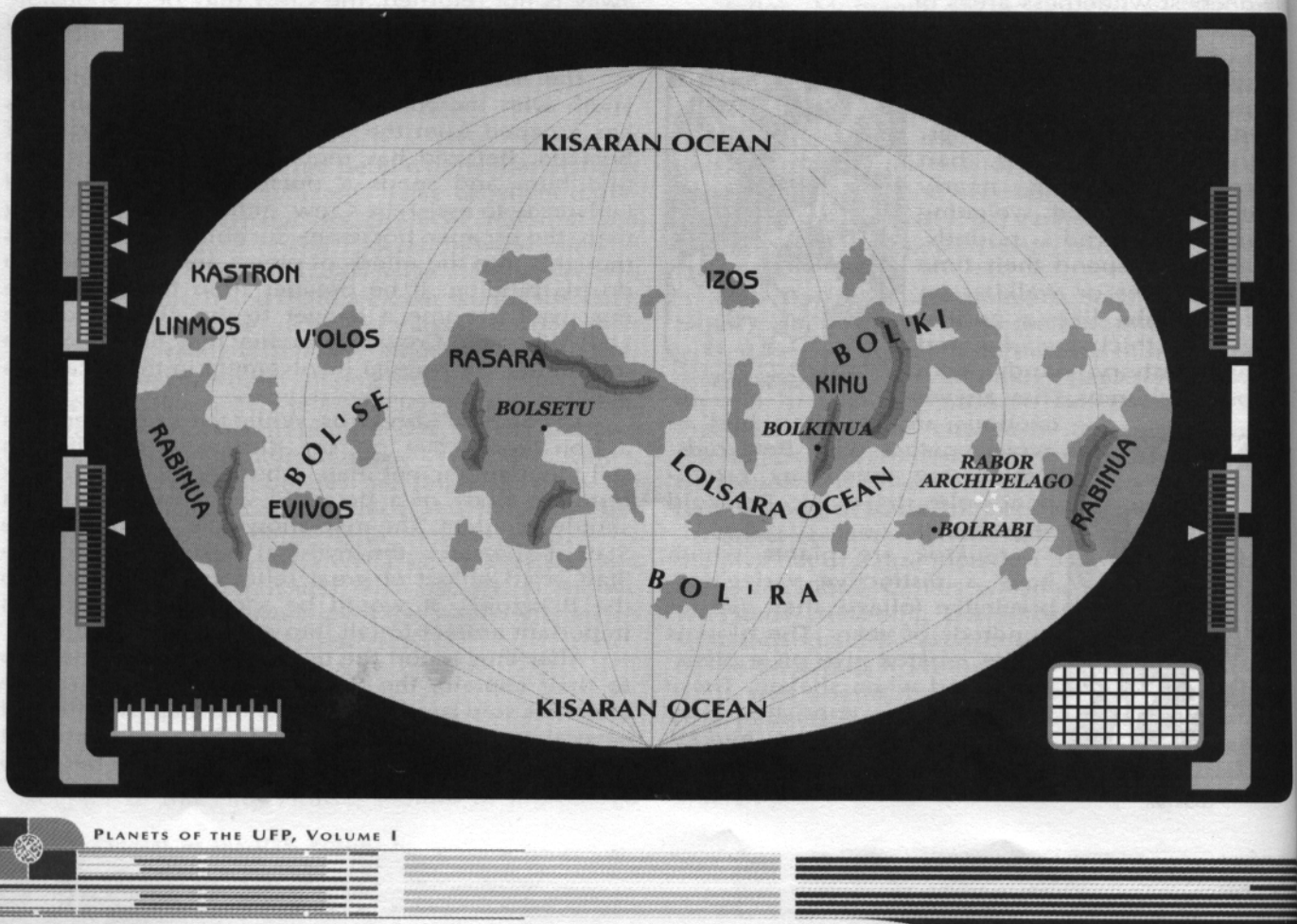
Bolarus IX has also become the hub of the so-called "Mineral Chute," a trade run connecting the Bolarus system to most of the other Federation core worlds. Most of the rare minerals used in spaceframe and hull construction are found in abundance on Bolarus IX, and the Bolians have developed some of the most sophisticated processing and refining complexes in the galaxy. Alloys such as rodinium and polyduranium are synthesized from raw materials transported to the surface from deep within the planet's crust; transports and cargo carriers then carry these refined materials to shipyards a Starfleet facilities throughout the UFP. It is ironic th while the Bolians build few ships of their own, the world and their technology remains largely responsib for keeping Starfleet in top working order. Since Bolar IX is primarily a water world, many of its richest min rest deep beneath the seafloor, accessed by vast unde water arcologies and factories.

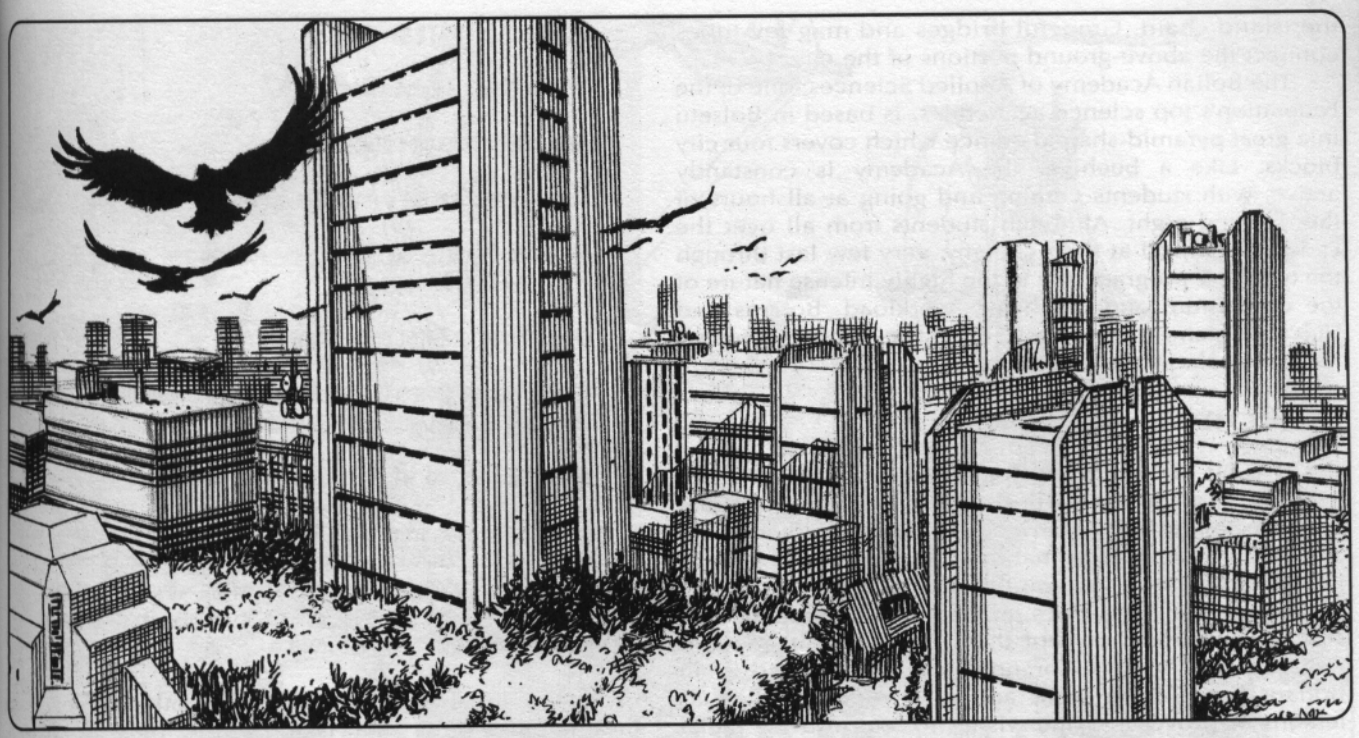
SOLAR SYSTEM

Bolarus IX is the ninth planet in a thirteen-planet sol system orbiting the red dwarf star Bolarus. Three oth planets are inhabited. The colonies on Bolarus VII an Bolarus X are mainly focused on planetary science stu ies; the Bolarus XIII outpost concentrates on war technology research. Bolarus IX features four moon known as Dorin, Alat, Kot, and Rim (names derived fro figures in Bolian mythology). The moons follow simila orbital paths, but travel at different speeds. This cause severe tidal conditions and seismic instability on the plan et's surface; it also disrupts the planet's orbital rotation significantly slowing and speeding it up at different time of the year. Bolian chronographers (calendar-keepers geologists, and oceanographers often have their hands fu dealing with the moons' effects on their planet; howeve advanced technology has eliminated many of the prob lems which the moons have caused historically.

ENVIRONMENT

Bolarus IX features a large number of small land masses, islands, archipelagos, and atolls surrounded b





major oceans, isolating most of the major cities from one another. Only three islands are really large enough to be called continents, and each of these is still smaller than any single continent on Earth. The world is largely a water world, and the disparate nature of most early population centers caused much of the independent cultural development that remains apparent among the various Bolian races to this day. There are no large anchoring continental masses, and as a result the legendary surface storms of Bolarus IX are able to move across the planet's surface unchecked by geographic barriers.

Since ancient times the Bolians have been a seafaring people, and the raging oceans are a source of great interest to the Bolians, who spent many centuries in their early history studying them and the strong tidal currents which rule them. The planet's atmosphere features a nitrogen-oxygen-argon mix slightly different from Earth's, making it an argon-rich environment (which gives rise to the blue skin tone of the Bolian people).

Bolarus IX has a temperate climate that fluctuates radically based upon the raging winds that follow the oceans' tidal patterns, inflicting powerful hurricanes upon the planet's surface during the *Rusar* (monsoon) season. While the hurricanes were once a significant problem for the Bolians, they have largely been checked in recent centuries by advanced weather-control technology. The Bolians can now predict when and where a hurricane is going to strike and gauge its strength, based on their meteorological skills and analysis of the moons' positions in the heavens. The monsoon season is followed by a hot, dry season which lasts for several months before the rains return.

The islands and small landmasses of Bolarus IX exhibit a wide array of temperate flora and geography. Low-lying mountains with forested slopes; short, powerful rivers; irregular, deep lakes; and fertile plains characterize the landscape. Substantial regions have been restored to their natural states to help preserve the planet's wildlife. In addition, many Bolians live and work in huge complexes which rest on the ocean floors. While most of these structures were originally built to house mining operations, many have since been adapted for research and undersea agrarian purposes.

LOCATIONS

Although Bolarus IX has many large cities (some underwater), the three largest urban centers are also three of the oldest settlements on the planet. They are each named after the nations for which they serve as capitals: Bolkinua, Bolsetu, and Bolrabi. Bolkinua features many sprawling one-story housing complexes. Since it is built on a broad plain and therefore does not lack space, Bolkinua is very spread out; its people are community-oriented and there are many large parks, activity centers, and similar gathering places throughout the city. Most of the planet's heavy industrial facilities exist here and in Bolrabi, and the outskirts of Bolkinua have become a veritable field of ore refineries and mineral processing plants. Bolsetu is marked by tall buildings and learning centers, and the most prominent Bolian libraries and universities (including the Bolian Interstellar Research Institute) are found here. The architecture itself remains some of the most beautiful on Bolarus IX, a reflection of the aesthetic and artistic proclivities of its people. The surrounding lands are very pastoral, and are largely used for farming and recreation. Bolrabi is unlike either Bolkinua or Bolsetu; it varies widely in its architecture and layout from district to district, and conveys an overall appearance of function and utility. The city is actually built across several small islands on the Rabor Archipelago, with significant portions resting underwater on the reef that surrounds

the island chain. Graceful bridges and mag-lev tubes connect the above-ground portions of the city.

The Bolian Academy of Applied Sciences, one of the Federation's top science academies, is based in Bolsetu in a great pyramid-shaped edifice which covers four city blocks. Like a beehive, the Academy is constantly active, with students coming and going at all hours of the day and night. Although students from all over the Federation enroll at the Academy, very few last through the two-year program due to the highly intense nature of the curriculum and the heavy workload. Bolians and Vulcans seem to do best; only the most dedicated humans make it to graduation.

HISTORY

Ancient Bolian mythology paints a rich, though harsh, portrait of the earliest ages of Bolarus IX. Some attribute this to the harsh conditions of the world and the desire of the early inhabitants to explain their place in it. Other historians point to the far-flung natures of many of the ancient tribes, as well as the nomadic subsistence patterns that kept them constantly in motion. Regardless of whether or not these tales are true, all Bolians know them well, and refer to them often as lessons or proverbs; none wishes to return to the racial and cultural divisiveness that marked the world through much of its history.

Perhaps the oldest of these legends tells the story of three brothers: Ki, Se, and Ra. In ancient times, the storms which raged across the planet were much worse than they are today, delivered by the ocean spirits to make the inhabitants strong. The brothers lived with their families on a small island in the midst of Lolsara the Great Ocean. Their small island home was destroyed many times by the storms, and many times they rebuilt what they had lost. Finally, after a particularly bad storm, each had a vision of a better place, a promised land of deep forests and wide grasslands. Since none of them knew from where the dreams originated, they

BOLARUS SYSTEM

System Name: Bolarus

Affiliation: Federation member

System Type: Type M4 V (medium bright red dwarf) star

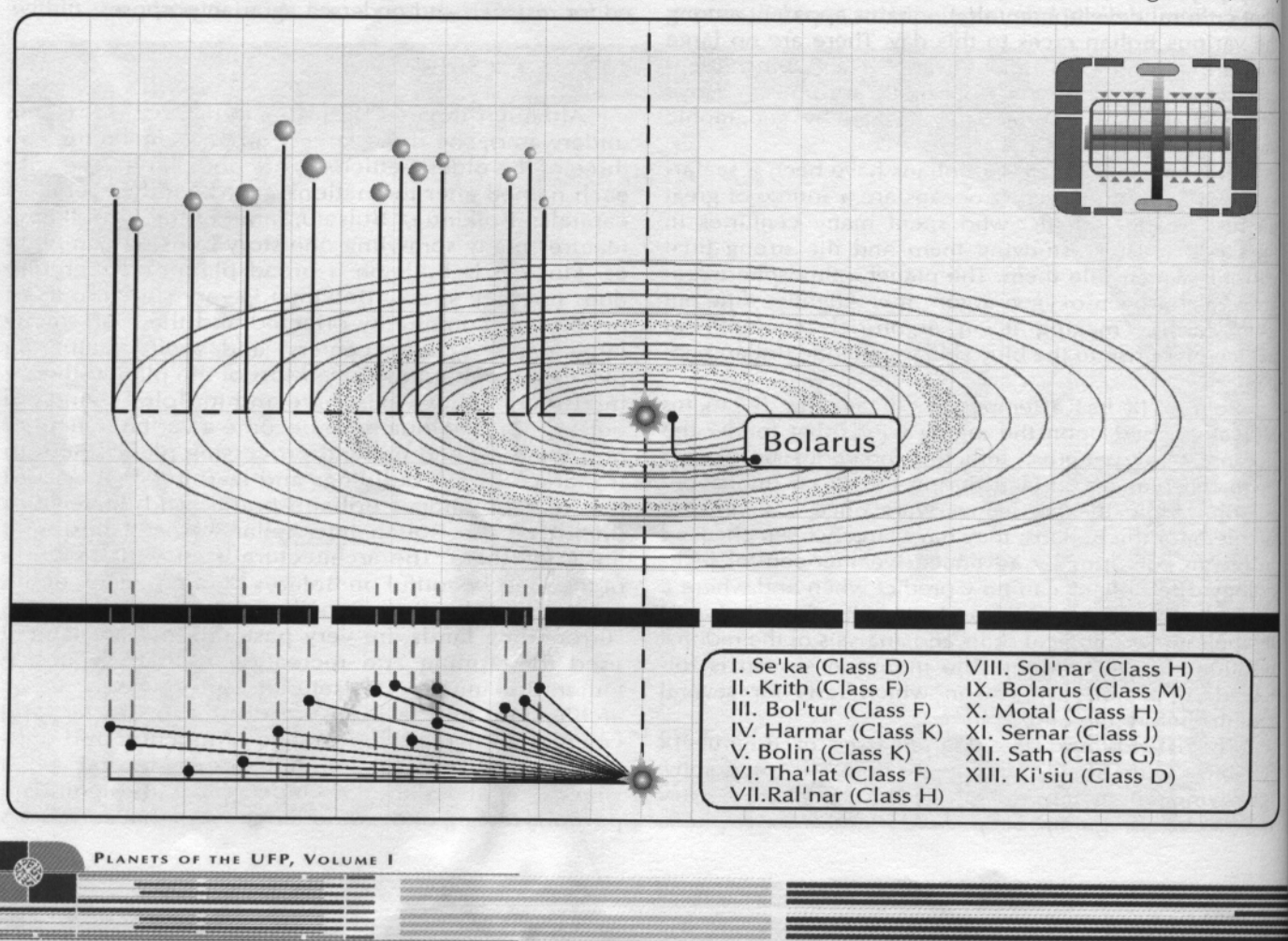
Inhabited Planets: Bolarus IX (homeworld of the Bolians); Bolarus VII, X, and XIII (Bolian colonies)

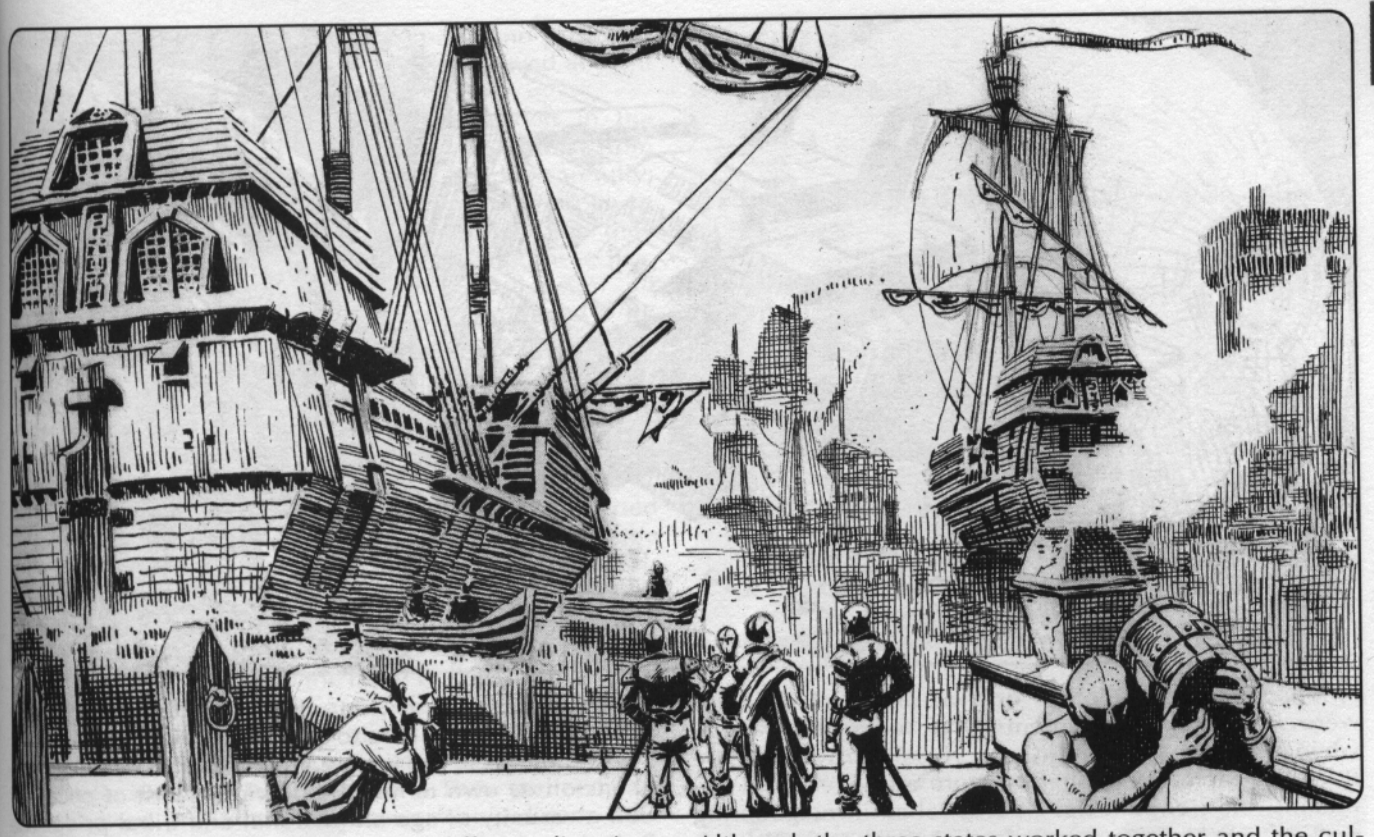
Other Planets: Twelve other planets

Other Stellar Objects: Asteroid belts between third and fourth and seventh and eighth planets; extensive comet cloud beyond thirteenth planet

Artificial Objects: Starbase 307 orbits Bolarus XIII.

SIS: The home solar system of the Bolian race, Bolarus is a system full of galactic debris. Not only does it hold thirteen planets, most of them with multiple moons, but there are nearly an infinite number of asteroids, comets, and similar bodies in the system as well; these objects often pose hazards to navigation within the system.





decided that each would set out in a different direction. They constructed three large sailing vessels and each set out with his family in search of the land of their visions.

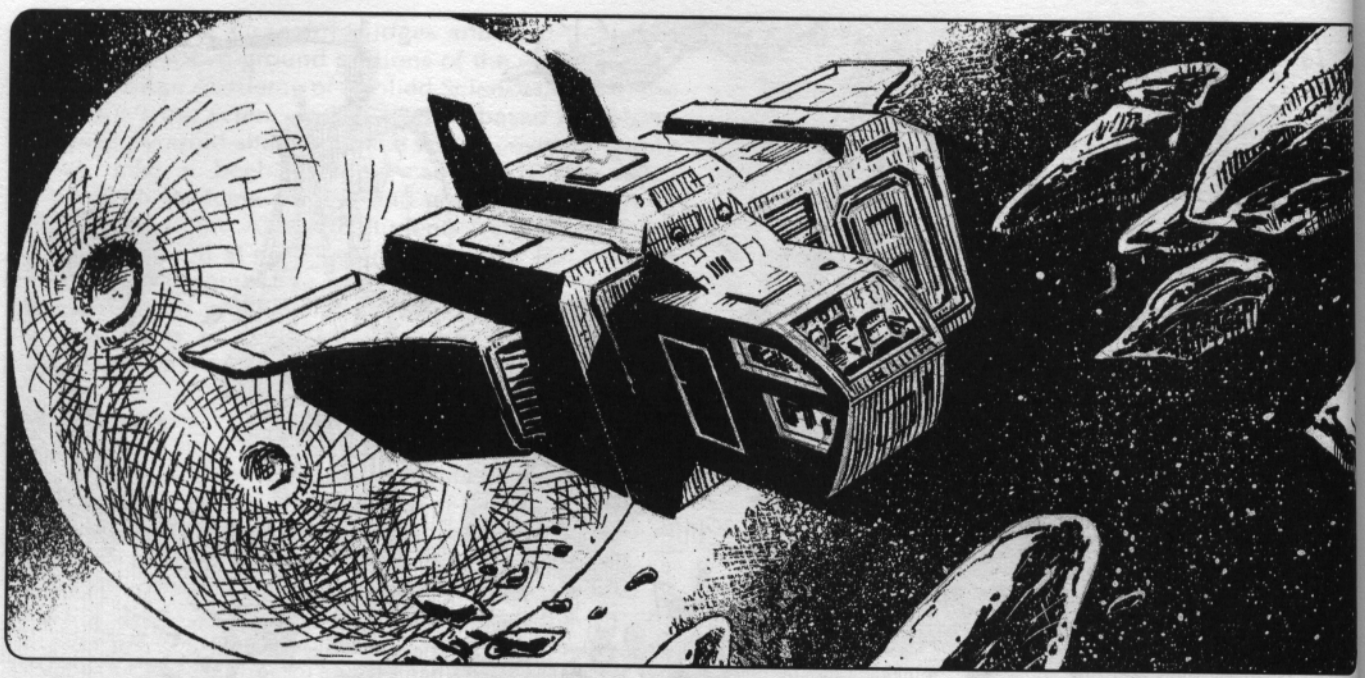
Each of the brothers discovered one of the three continents of Bolarus IX and settled there. Thus were the First Tribes—Bol'se, Bol'ki, and Bol'ra—born, each concentrating on a different fundamental principle of Bolian thought or culture. However, the Bolians could not ignore their inherent wanderlust and seafaring natures, and each of the tribes continued its migrations, eventually expanding and settling on islands throughout the world. Whether or not the legend of the brothers is true, archaeological and historical evidence confirms a period of wholesale migration among the earliest Bolian peoples.

As these early migrations continued, the tribes began to encounter one another. While many of these meetings were peaceful and led to lasting alliances, others were not. Territorial wars were a common occurrence among the tribes; however, after several millennia of sporadic conflict, the desire for safety and mutual protection eventually led to the formation of several more substantial coalitions, largely divided along tribal lines. Open war and aggression were contrary to the most basic impulses of most Bolians, whose temperaments ran more toward cooperation and group advancement. As the population of Bolarus IX continued to grow and its societies continued to expand, the ongoing conflicts began to take their toll. It finally became apparent that peace was the only logical solution.

The loose alliances which followed the Great Migrations gradually led to the founding of three nation-states, named for the three earliest tribes of legend. These states grew quickly, propelled by the Bolians' natural affinity for cooperation and group synergies. Although the three states worked together and the cultural differences among them were largely superficial, each still considered itself somewhat superior to the others. This resulted primarily from each state's individual priorities and concentrations. Bol'ra was located in a region rich in mineral wealth and resources, and much of Bolarus' current mining and processing technologies took root during the early development of the nation. The first seafloor structures on Bolarus were the result of Bol'ra research. Bol'ki has always excelled at above-ground scientific and medical advancement, including the early breakthroughs which would eventually lead to the much-vaunted Bolian antigravity technology. In Bol'se, aesthetics and learning were the order of the day. Most of Bolarus' highly regarded academies and universities began there, as did a vibrant artistic community that continues to flourish today. Although past prejudices have been largely eradicated in the present day, some Bolians still cling to vestiges of their outdated national and tribal pride.

The Great Migrations and the subsequent conflicts mark a turbulent era in Bolian history. Although terrible in many ways, this period did result in a number of incredible technological and cultural breakthroughs for the world. As relations normalized among the new nation-states and a long period of growth and peace began, the respective governments vowed that they would never again return to the old ways. However, even as the leaders made these assertions, the young nations remained fundamentally divided in spirit. It would take an unlooked-for visitor from the stars to bring true unity to Bolarus IX.

During this era of peace, which lasted four hundred years, the Bolians developed early spaceflight and managed to explore much of their own solar system. They



founded research colonies on two of the planets and were beginning experiments with warp technology when the first Iren and Uzor vessels arrived in the Bolarus system. Only slightly more advanced than the Bolians, the Iren and the Uzor dwelled in neighboring systems, and the two species had been at war with each other for decades. First contact with the Iren occurred at the Ral'nar Colony on Bolarus VII. Since the colony was mainly composed of settlers and scientists from Bol'ki, the Bol'kirans immediately took the lead in the diplomatic overtures which followed. Contact with the Uzor occurred only a few weeks later, at the Bol'ra outpost on the moon of Rim. The small Uzor warship had apparently been following the earlier Iren vessel.

From the beginning, things did not progress well. They went smoothly with both the Iren and the Uzor, but dissension began almost immediately among the Bolian nations. After all, it appeared that Bol'ki and Bol'ra had allied themselves with long-time enemies. The ancient differences, the divergent national cultures, the first contacts with species on opposing sides in an interstellar war-each of these things contributed to a new philosophical rift which began to grow across Bolarus. The Bol'kirans assumed a proprietary stance toward the Iren, wishing to act as the designated representatives for all the nations of Bolarus IX, while the Bol'ra took a similar position with the Uzor. Each nation had something to gain by taking the diplomatic lead in relations with the aliens, whether these gains took the form of tangible technological benefits or tacit influence in planetary politics.

Relations among the nations began to stagnate when none could agree on a common course of action; to make matters worse, each nation had a different agenda with respect to the Iren and the Uzor, and to the resources the new species offered. The Bol'setu protested that this was unfair, and wished to establish a contact committee charged with carrying out all dealings with the aliens. When it appeared that this would not happen, Bol'se attempted to withdraw from contact with the other nations entirely, not wishing to be caught in the struggle which was sure to follow.

As time wore on, each nation began to deal with the aliens on its own terms, the previous spirit of cooperation a casualty of age-old national and tribal pride. The Bol'rabu wished to expand their knowledge of minerals processing and advanced metallurgy outside the Bolarus home system, and they began to exchange their own materials techniques for the more advanced spacecraft technology of the Uzor. The Bol'setu wished to remain neutral in the conflict they knew was coming, and after a final useless entreaty to their brethren, they retreated to their islands. The Bol'kirans saw this as an opportunity to expand their own developments in the areas of medical and antigravity research, exchanging their expertise in the former for new Iren techniques and insights into the latter. At every turn, members and researchers from each Bolian nation tried to sabotage the other's developing relations with the newcomers.

Finally, the day the Bol'setu had feared arrived-the Iren and the Uzor each asked their Bolian allies to join them in the war. The aliens desired the Bolian materials and antigravity technology, as well as the extensive resources of the Bolian homeworld. Each felt that control of Bolarus IX could represent the deciding factor in the war. By equipping and aiding their respective allies in a war for control of Bolarus IX itself, both the Iren and the Uzor felt that their own victory was at hand. Conquest of the Bolian homeworld had become a principal objective in each species' ongoing war effort, and vast military build-ups began in both Bol'ki and Bol'ra.

Bolarus IX had reached the verge of another large-scale conflict, despite the best efforts of individual Bolians to avert it. Although contrary to their nature as a species, most citizens did not consider the situation rationally. Rather, each state looked only at what it had gained from contact with the aliens, and lost when planetary relations deteriorated. Each felt that its security and sovereignty had been violated, and the nations blamed each other for this state of affairs. Leaders on

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both sides were blinded by the promises and poisoned words of their allies, and this blindness allowed ancient rivalries to surface once more.

Only the Bol'setu remained level-headed in the midst of the madness. They appealed to leaders from both opposing states to examine their actions carefully; they knew that both Bol'ra and Bol'ki were being given false information by their alien compatriots, and they pleaded to their former allies to see through these lies. It did no good. Although individual Bolians of all nations understood the importance of a communal work ethic and the unity it fostered, in a larger sense they felt that their brethren across the ocean had betrayed their mutual trust. For this reason, the states chose to retreat once again into isolationism as their military preparations continued, and it seemed to some as if the dark times of the Migrations were destined to return.

Imminent disaster was perhaps narrowly averted when the first Federation survey ship arrived in the Bolarus system in 2252. Bolian antigravity and metallurgical technology astounded the Federation first-contact teams. Attracted by warp experiments the Bolians were conducting on Bolarus XIII, the Federation made formal contact with the three Bolian governments. Contact with UFP served as a respite from the approaching war, and after numerous meetings with Federation contact teams the Bolians were able to step back and view their situation in a new light. They realized that their ancient prejudices had been manipulated, their racial proclivities exploited—they had been played for fools. As the three Bolian states entered deeper negotiations with UFP diplomatic teams, the Uzor and Iren quietly withdrew their advisors and military personnel. A dispute with the UFP was a hindrance that neither relished.

After a period of several years during which the Bolian nations and the Federation established relations and learned more about one another, the Federation extended a rather unique invitation. The Bolians were invited to join the UFP, provided they first formed a single world government. However, it soon became apparent that the leaders of the three nations were not willing to work together peacefully, and early negotiations broke down almost as soon as they began. The rift which had begun during relations with the Iren and Uzor deepened, and the planet once again grew dangerously close to open conflict.

BOLARUS IX

Planet Name: Bolarus IX

Class: M

System Data: Bolarus IX has four moons, called Dorin, Alat, Kot, and Rim.

Gravity: 1.1 G

Year and Day: 360/22.2 (but see text)

Atmosphere: Oxygen-nitrogen-argon mix; Earth-normal pressure

Hydrosphere: 86% of Bolarus IX is covered with water.

Climate: Mostly temperate, but including some subtropical and arctic areas, as well as small tropical zones. Due to the influence of her four moons upon the tides and weather patterns, Bolarus IX is frequently subject to violent winds and storms.

Sapient Species: Bolians (3.8 billion), Humans (3 million), Centaurans (.7 million)

Tech Level: Level Six

Government: Elected quasimeritocracy

Culture: The Bolians have a very regimented culture in which everyone works together to perform tasks and gather knowledge. Other Federation members often consider Bolians to be driven, devoted to their duties, and sometimes a little boorish in their quest for knowledge and understanding.

Affiliation: Federation member

Resources: Bolarus IX and the other inhabitable planets of the Bolarus system possess vast natural resources, from timber to minerals of all sorts.

Places of Note: The three major cities of Bolkinua, Bolsetu, and Bolrabi; Bolian Academy of Applied Science; Bolian Interstellar Research Institute

Ship Facilities: The Bolian Orbital Ship Maintenance Facility orbits Rim, the fourth moon. Nearby, Starbase 307 orbits Bolarus XIII.

THE VECTORBOARD

Similar in appearance to a Terran surfboard, the Bolian vectorboard is an aerodynamic form constructed out of polyduranide and is slightly larger than its aquatic forebears. The vectorboard uses antigravity multiphase generators to create nested fields of antigravitons to propel the vehicle through the air at speeds reaching 200 mph. A sarium krellide battery powers the vectorboard for up to ten hours. The rider stays on board using either magnetic boots or polyduranide foot straps, and operates the board through a combination of balance and reaction control thrusters directed through a foot pedal under the lead foot. Vectorboarding is a popular pastime on many Federation planets, though strict ordinances regulate when and where a vectorboard can be ridden. They come in a variety of sizes and colors.

Size: 2.2 m x .8 m x .25 m

Mass: 10 kg

Speed: 200 mph

Duration: 10 hours + induction recharging

The UFP withdrew its offer after seeing the deep divisions separating the Bolian people, but many moderate Bolian leaders remained very impressed with the scientific and exploratory focus of the Federation. They saw full membership as a possible cure for the superficial differences that continued to divide their people. The most vocal proponent for world unity was an aged Bolian diplomat called Vaxx. He had been the primary negotiator with the Iren during first contact with that species, and the gradual erosion and eventual destruction of planetary relations had troubled him deeply. He felt that it was symptomatic of a deeper problem, and that until the Bolian people overcame their ancient prejudices, Bolarus IX would never be able truly to take its place in the growing interstellar community.

Wiser Bolians from all three nations soon realized that the benefits of Federation membership far outweighed their age-old differences. After several years of campaigning to create a true world government, Vaxx finally received the necessary support from each state. An accord was reached during several months of negotiation, and a unified world government was presented jointly to the Bolian people in the form of the World Council. Although the early years of unification remained somewhat tense and unpredictable, the natural Bolian synergistic qualities and affinity for cooperation allowed a relatively smooth transition. The benefits of unity quickly outstripped the drawbacks.

However, the UFP still had its doubts. It was only when the Bolians demonstrated their bravery and heroism that the Federation was finally convinced. Thanks to their advanced knowledge of local stellar phenomena, a group of scientists and researchers established by the World Council was able to predict the sudden collapse of the neighboring star Uzor, a collapse which would have caused the loss of billions of lives on the sole inhabited planet in the system. Determined to prevent this tragedy, the Bolians mobilized their limited space forces and managed to evacuate over 80% of the population of Uzor IV before the planet was destroyed. The fact that th nations put themselves at great risk to effect the res cue, despite their dark history with the Uzor people finally swayed the Federation Council.

After this demonstration of solidarity, the Worl Council was deemed an acceptable government b the Federation. However, the government was sti young and Bolian membership was conditioned o its continued maintenance and integration int Bolian society. A special Federation committee wa established on Bolarus IX to observe the process an make sure that civil rights were preserved Fortunately the stability lasted, and full UFP member ship followed after several years of observation Today the Bolian World Council stands as a testamen to the will, unity, and cooperative nature of the Bolian people.

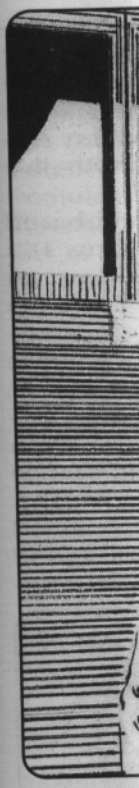
Since joining the Federation, the Bolians have contributed a great deal in a short time. Some of thei accomplishments include the ongoing development of advanced antigravity technology, the invention o new metallurgical and alloy processing techniques and the creation of a new dilithium crystallization process. Perhaps even more important are the large numbers of Bolian recruits in Starfleet, who have proven themselves to be fiercely loyal and devoted to the Federation and its ideals. Although Bolarus IX has only been a UFP member for fifty years, few Federation member worlds have become such valued contributors in such a brief period of time.

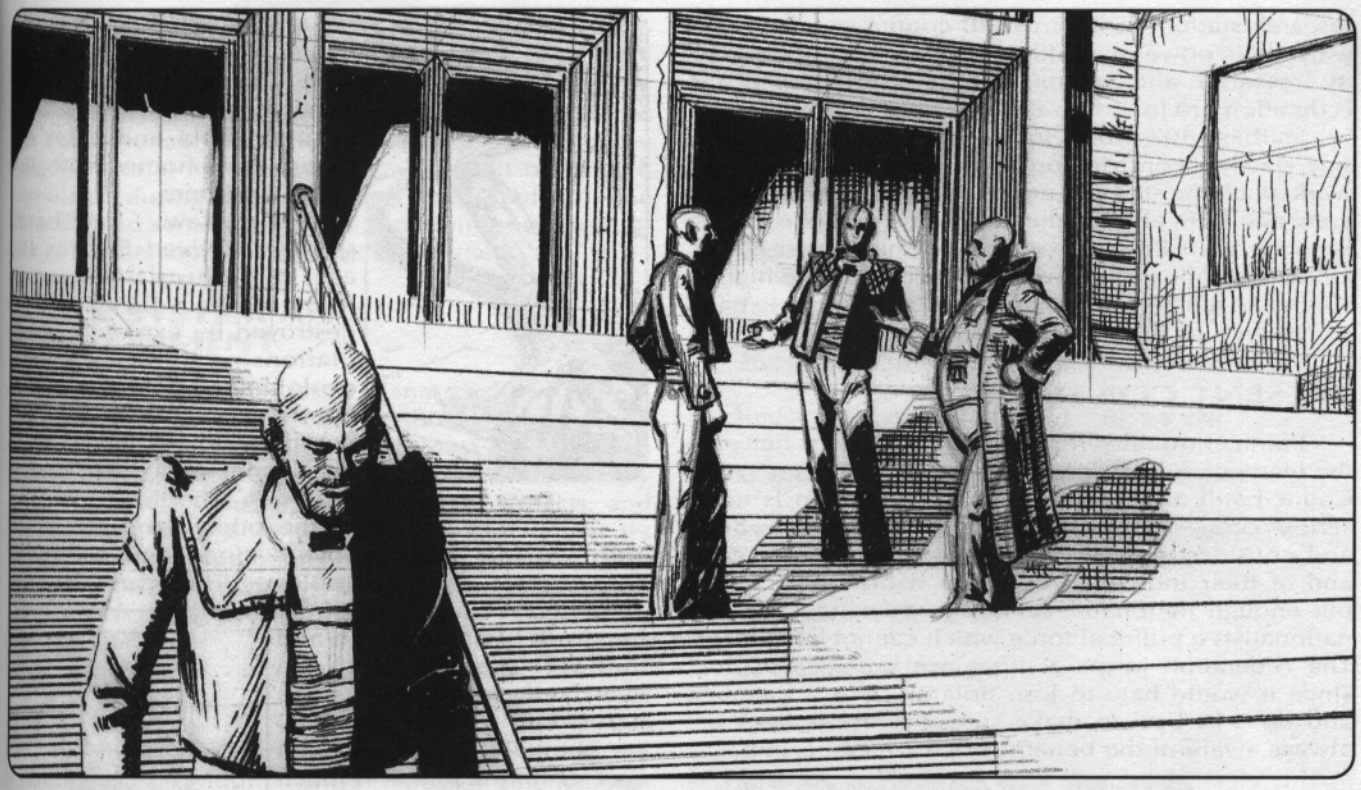
POPULATION

Bolians are humanoid. They are distinguished by their light blue skin, a bifurcated ridge which runs down the center of their faces, and a cartilaginous lining on their tongues. While they do have hair, males shave it as a sign of physical prowess; some females do likewise. Bolians have blue-colored blood, and their blood chemistry is quite different from that of Vulcans; Vulcan blood is toxic to Bolians, and vice-versa. Andorian blood, on the other hand, is compatible with Bolian blood.

The Bolian people have an innate affinity for cooperation and group dynamics. They are chronic "workaholics" who often seem happy only when they are doing something productive and useful. However, the unique synergistic qualities possessed by the species allow them to gravitate toward and excel at team-related occupations—research, medicine, science, etc. This explains, in part, the selflessness and heroism shown by many Bolians in the face of death or emergency circumstances; they understand that another member of the "team" will be there to provide support or aid in their moment of need.

Bolians are also characterized by their meticulousness. They pay a great deal of attention to detail and efficiency, and enjoy creating order out of chaos. They work very hard, considering their duties to be a matter of honor. However, they do not consider failure to be a bad thing—only not trying in the first place is looked down upon. As long as he gives a task his best effort, a Bolian sees no shame in failing; nothing in the universe is simple and one can always learn from one's mistakes and try again.





Bolians value knowledge and enjoy exchanging information, sometimes too much for other species' comfort. They are always full of advice, which Bolians consider useful and always welcome. If someone ignores or dismisses their advice, that only makes them work harder at learning as much as possible about the subject so that the next time their suggestions might be accepted.

Bolian selflessness and dedication to service are nigh-legendary. People say, and correctly, that a Bolian will not refuse a task, no matter how dangerous it is, as long as it is helpful and somehow beneficial to others. While Bolians exemplify the ideals of the Federation in their dedication to work and their practical convictions, they can be quite narrow in their outlook, concentrating their energies and thoughts so much on their work and its attendant details that they sometimes lose sight of what really matters in life. While Bolians often have a fine sense of aesthetics and good taste, they do not allow their love of such things to interfere with their work. Although some Bolians manage to break from this pattern to explore creative pursuits, even these individuals typically work very hard at what they do and put in long hours ensuring that everything is done just right.

Many Federation citizens think of Bolians as cold "work machines"; the truth is quite the opposite. Bolians are seething with emotions, particularly fears. They are constant worriers, fearing that their work is not perfect or that they have somehow offended their associates and will be abandoned. While they do not look down upon failure, they still strive for success in all things, especially when dealing with other species. They conceal their emotions under a hard-working exterior, often believing that if they show their true emotions others will reject them. As a result, it is often difficult for Bolians to form close or lasting relationships with other species.

GOVERNMENT

As a result of the recent Iren-Uzor conflicts, the government of Bolarus IX is somewhat less stable than that of most Federation members. While the Bolian World Council is accepted as the one world government of the Bolians by the vast majority of the populace, there are still some who favor their individual nations over the Council. Such individuals argue for a return to separate sovereign nation-states, although the possibility of this actually occurring is remote.

The Bolian World Council is made up of three representatives from each of the three nations, but does not include the actual leaders of the nations. The representatives and the leaders, all of whom hold office until death or abdication, are elected in a unique manner. They must first be rated according to their abilities and education; they subsequently have to pass a series of tests to demonstrate their capability. The remaining candidates are then voted upon by all Bolians. Thus, the leaders of the Bolians are not necessarily the most diplomatic members of the race, but they are extremely accomplished individuals who have earned considerable respect from the populace.

STRATEGIC IMPORTANCE

Some of the most sensitive research in the Federation is performed at the academies and institutes found on Bolarus IX. This includes the mining and processing of numerous alloys used in starship construction. Additionally, the Bolian warp technology

research station on Bolarus XIII continues to improve warp drive power and efficiency. The largest antigravity research and manufacturing structures in the Federation are found on Bolarus XIII.

Starbase 307 orbits Bolarus XIII. It includes extensive starship construction and repair facilities. Most workers on the starbase are Bolians, but there are also crewmen from all over the Federation who are able to keep up with Bolian work requirements and ethics. Understandably, Starbase 307 has some of the highest efficiency ratings in Starfleet and continues to expand its research facilities every year.

PRESENT CONFLICTS

Political troubles relating to the conflicts between the leaders of the three nations and the Bolian World Council still affect Bolarus IX. The situation is not a serious one—most Bolians support the World Council and consider themselves citizens of Bolarus IX first, and of their individual countries a distant second—but enough nationalist sentiment exists to make the nationalists a political force which cannot be ignored. The Federation keeps a close eye on the situation, since it would hate to lose Bolarus IX as a member, and does its best to make sure that the Bolians are always aware of the benefits of UFP membership.

EXPORTS AND IMPORTS

As mentioned earlier, Bolarus IX exports a great deal of antigravity technology and related products, as well as other technological components used in starship design (particularly those related to dilithium crystal power sources). Bolarus IX also serves as the origin of the Mineral Chute trade run, transporting its rich mineral resources and metal alloys to Starfleet and UFP facilities throughout the Federation. Most essential goods are, of course, replicated, so Bolian imports primarily consists of luxuries.

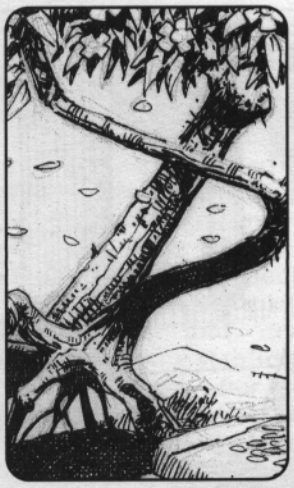
Bolian merchants are ruthless hagglers who always seem to know the exact worth of a cargo and will not rest until they get that price. The worst part about dealing with Bolian traders is that they seem to relish bargaining as a show of their mental prowess and will not deal without haggling.

NOTED INHABITANTS

During Bolarus IX's history with the Federation, Bolians have distinguished themselves many times. Some of the better known Bolians include Captain Rixx, the commander of the starship *U.S.S. Thomas Paine* who warned Captain Picard about unknown alien entities infiltrating Starfleet Command; Admiral Korvin Tannekar, a starship commander who participated in the Tomed Incident; and Syldra Parrin, a renowned artist.

CREATURES

The flora of Bolarus IX is predominately blue- and orange-colored. It includes many low, flowing trees, such as the *sylvin* trees which blossom in the spring every year, carpeting the temperate regions of the plane with beautiful light blu petals. The Bolians valu beautiful flora and often sur round their homes with liv plants and trees.



Sylvin Tree

Very few land-base species survived Bolarus IX age of industrialization, a most of their habitats were destroyed by expanding pop ulations and resource exploitation. However, recen efforts to reintroduce endan gered species have given many species a new chance to survive. The Bolian oceans on the other hand, are filled with sea life; Bolians love seafood and take good care of their maritime resources. They can differentiate between the tastes of the hundreds of different fish and mollusk species and can even tell when they were harvested.

The diversity of avian species on the planet is much poorer than it was in centuries past. However, many of those which have survived are particularly beautiful, such as the *bital*, or bird of paradise, which has glorious prismatic plumage and assumes a prominent role in many Bolian legends.

Bital Bird

EPISODE IDEAS

King's Gambit: The Crew's ship is assigned to a diplomatic mission on Bolarus IX. The newly elected leader of one of the nations is strongly against continued Bolian membership in the Federation. Although he is not a rabid, frothing-at-the-mouth fanatic, he clearly has very strong convictions and wouldn't hesitate to back up his beliefs with action. The Crew must serve as escorts and bodyguards for Federation diplomats who are hoping to resolve the situation. If they do their jobs well, the Crew members just might discover that it's Ferengi money which supported the new leader's rise to power....

Three for One: An accident at the warp research facility on Bolarus XIII requires the assistance of the Crew's starship. The Crew investigates and discovers a dimensional rift. The rift traps the Crew's ship and transports it to an alternate reality. In this other timestream, the Crew members find themselves in the midst of a Bolian world war, with the three nations fighting to control the planet and sector. The Crew must keep its ship intact and themselves alive until a way home can be devised—and they must keep their advanced technology out of the hands of the warring factions who covet it.

CALDER II

Calder II is an uninhabited planet, poor in resources and barely suitable for colonization. It is the site of the Sakethan Burial Mounds, which were built by ancient Romulans during their diaspora from Vulcan. The mounds, and some surviving colony ruins, are the subject of a Federation archaeological program.

SOLAR SYSTEM AND ENVIRONMENT

Calder II is a harsh Class L planet circling a Type K IV (dim orange subgiant) star; three other planets (Calder I, III, and IV) orbit this star. Most of the surface is cold desert, and the oceans are small and intensely salty. Native life consists of hardy plants, insects, and lichen. The gravity is 75% of Earth normal. Calder II's atmosphere is breathable, but thin—Vulcans and Romulans can live normally, but humans remaining on the planet for long periods should take blood-oxygenation supplements.

LOCATIONS

The chief sites of interest on Calder II are the Sakethan Burial Mounds and the nearby science outpost, located on the planet's equator.

The Sakethan ruins consist of five stone structures covered with topsoil, arranged in a crescent around a paved central plaza. The archaeologists who made the initial discovery found bodies neatly arrayed inside the first mound they opened, and assumed them to be burial mounds. Subsequent discoveries—ruins of residences surrounding the mound complex—cast doubt on the burial mound theory. With the discovery of the Stone of Gol fragments, archaeologists now think the mounds were used for experiments in psionics and psionic technology, and were used as tombs only when the colony was abandoned. So far, archaeologists have opened three of the mounds, and have yet to excavate the surrounding ruins. Rich magnesite deposits in the area, which interfere with sensors and transporters, hamper their excavations in this area. The archaeologists have had to proceed very slowly, unable to use standard tricorders and probes.

The science station near the mounds consists of a simple collection of prefabricated housing modules, with a small powerplant and food replicators. The population varies, with a service staff of four technicians, six permanent research staff, and a stream of visiting scientists, graduate students, and the occasional tourist or curiosity-seeker.

HISTORY

Federation explorers stumbled upon the Calder system in 2322; the first detailed surveys uncovered the burial mounds in 2340. The Federation Science Council sent an archaeological expedition to study the site in 2343, and the first mound was opened a year later. The importance of the finds led to the establishment of a permanent facility in 2346. Using the inscriptions on tomb walls, archaeologists learned the inhabitants called themselves the Sakethans; by studying the bodies interred in the burial mounds, they identified the bodies as Vulcanoid. With few written Sakethan records surviving into the 24th century, scientists were unable to determine Sakethan origins; the predominant theory believed them to be part of the proto-Romulan migration.

The truth is that before the Time of Awakening, violent warlords ruled Vulcan, among them the Mindlords of Kolinahr. The *Kolinahru* sought to expand the Vulcan natural psionic ability to levels of immense power. As Sarek's teachings of nonviolence, logic, and emotion control spread, one of these mindlords—Saketh son of Sklar—fled with his subjects several years before the Romulan migration. These Vulcans, who would come to be known as Sakethans, settled on Calder II and continued the work of the *Kolinahru*. They took with them several ancient Vulcan psionic artifacts, including two segments of the Stone of Gol. (For more information on Vulcan's barbaric past, see ***The Way of Kolinahr: The Vulcans***).

The Calder II settlement survived for a little more than a century, but failed for a combination of reasons. The food supply dwindled after several barren years. The workers who supported the settlement then rebelled against Saketh and his fellow mindlords. Finally, a number of the Sakethans left to return to Vulcan or join their fellows on Romulus; those who

CALDER II

PLANET NAME: CALDER II

CLASS: L

SYSTEM DATA: CALDER II HAS NO MOON.

GRAVITY: .75 G

YEAR AND DAY: 287/19

ATMOSPHERE: OXYGEN-ARGON; SLIGHTLY LESS THAN EARTH-NORMAL PRESSURE

HYDROSPHERE: ONLY 11% OF THE PLANET IS COVERED WITH WATER.

CLIMATE: MOST OF CALDER II IS COLD, ARID DESERTS AND WASTELANDS.

SAPIENT SPECIES: NONE; HOWEVER, THERE ARE FEDERATION ARCHAEOLOGISTS AND OTHER PERSONNEL (APPROXIMATELY THREE DOZEN) ON THE PLANET.

TECH LEVEL: NONE (UNINHABITED)

GOVERNMENT: NONE (UNINHABITED)

CULTURE: NONE (UNINHABITED)

AFFILIATION: NONE (UNINHABITED; OUTSIDE FEDERATION SPACE)

RESOURCES: POOR

PLACES OF NOTE: SAKETHAN BURIAL MOUNDS; OTHER RUINS

SHIP FACILITIES: NONE

remained eventually dwindled to a handful of aging fanatics. The final days of the Sakethans remain a mystery.

In 2370, the outpost was the target of the mercenary Arctus Baran, who searched for the Stone of Gol on behalf of the Vulcan Isolationist Movement. Since that attack the research station has included a small Starfleet security detachment.

THE KHON-TOR-PA

Recently, archaeologists on Calder II uncovered what may be fragments of a device mentioned in Vulcan mythology. Known as the *khon-tor-pa* (the mind enslaver), this terrible device reputedly allowed the Mindlords of Kolinahr to erase the minds of their victims, reducing them to a zombielike state and making them more pliable. These metallic fragments depict Alep-kir, the Vulcan god of apathy, standing beside Tyr-al-tep, the Whisperer. (For more information on the Mindlords of Kolinahr, see ***The Way of Kolinahr***).

That the fragments match the description of the *khon-tor-pa* concerns archaeologists, even though they have no conclusive proof of the object's provenance or authenticity. The fragments are currently under lock and key at the site, awaiting transport back to Vulcan for analysis, and have not yet been reassembled. Officially, the Federation Press and Information Bureau and the Federation Archaeological Council have reported the discovery of an ancient Vulcan artifact from the time of Sudoc, omitting any mention of its potentially psionic nature.

POPULATION

Calder II has only a few dozen inhabitants at any given time—a mix of scientists and researchers from many Federation worlds. Because the ancient colonists were engaged in psionic research, many of the modern scientists are from races with natural psionic ability, such as Vulcans, Betazoids, and Ullians. There are now three Starfleet security officers stationed on Calder II to protect the outpost from raids by tomb robbers.

GOVERNMENT

As a research station, the Calder II facility is "governed" by the Federation Science Council and its subcommittee, the Federation Archaeology Council. The current director is Dr. Jacob Donau. Dr. Donau and the other scientists generally decide matters affecting the colony by a vote of the entire staff. Recently, Starfleet Command assigned a security detail to Calder II, led by Lieutenant Jorge Satipo.

The Calder II colony has a Type 15 personnel shuttle, the *Schliemann* (named after the man who uncovered the ruins of ancient Troy), for emergency use. A supply vessel visits once every three months; otherwise the planet remains isolated. Peaceful visitors are a welcome novelty, whoever they might be.

STRATEGIC IMPORTANCE

Calder II has no strategic importance (other than as, perhaps, a source of psionic weapons).

EPISODE IDEAS

Thoughts of the Past: The fate of the original proto-Romulan colonists remains a mystery. Did they really die out, or did some of them somehow survive? Perhaps they found a way to make the transition to a completely psionic form of existence, abandoning their physical bodies forever. Or maybe they cast their minds forward in time, to possess the bodies of the modern researchers.

Apotheosis: Ancient psionic artifacts might turn out to be incredibly powerful. A member of the research staff could find a psionic amplifier device giving him godlike powers. Or a Ferengi con man could set up shop somewhere selling bogus Calderian artifacts.

The Calder Killings: On a more mundane note, an isolated research station is a good place for a murder mystery. A dozen suspects on an otherwise uninhabited world make for a great whodunit plot. The ancient ruins could be the key to the mystery or a misleading red herring.

CALDOS COLONY

CALDOS IV

Planet Name: Caldos (Caldos IV)

Class: M

System Data: Caldos IV has three small moons: Campbell, MacDonald, and Bruce.

Gravity: 0.87 G

Year and Day: 315.2/18

Atmosphere: Oxygen-nitrogen, heavy water vapor and some carbon dioxide; pressure varies widely between high and low but averages Earth-normal.

Hydrosphere: 86% of the surface is covered with water, which is concentrated in two large oceans.

Climate: Relatively moist and cool to cold; high winds and storms frequent. The weather-control matrix usually keeps temperature moderately cool and restricts storms to the winter season.

Sapient Species: Humans (2 million)

Tech Level: Level Six infrastructure with intentional archaisms down to Level Three

Government: Clan-based feudalism with a democratically elected chief

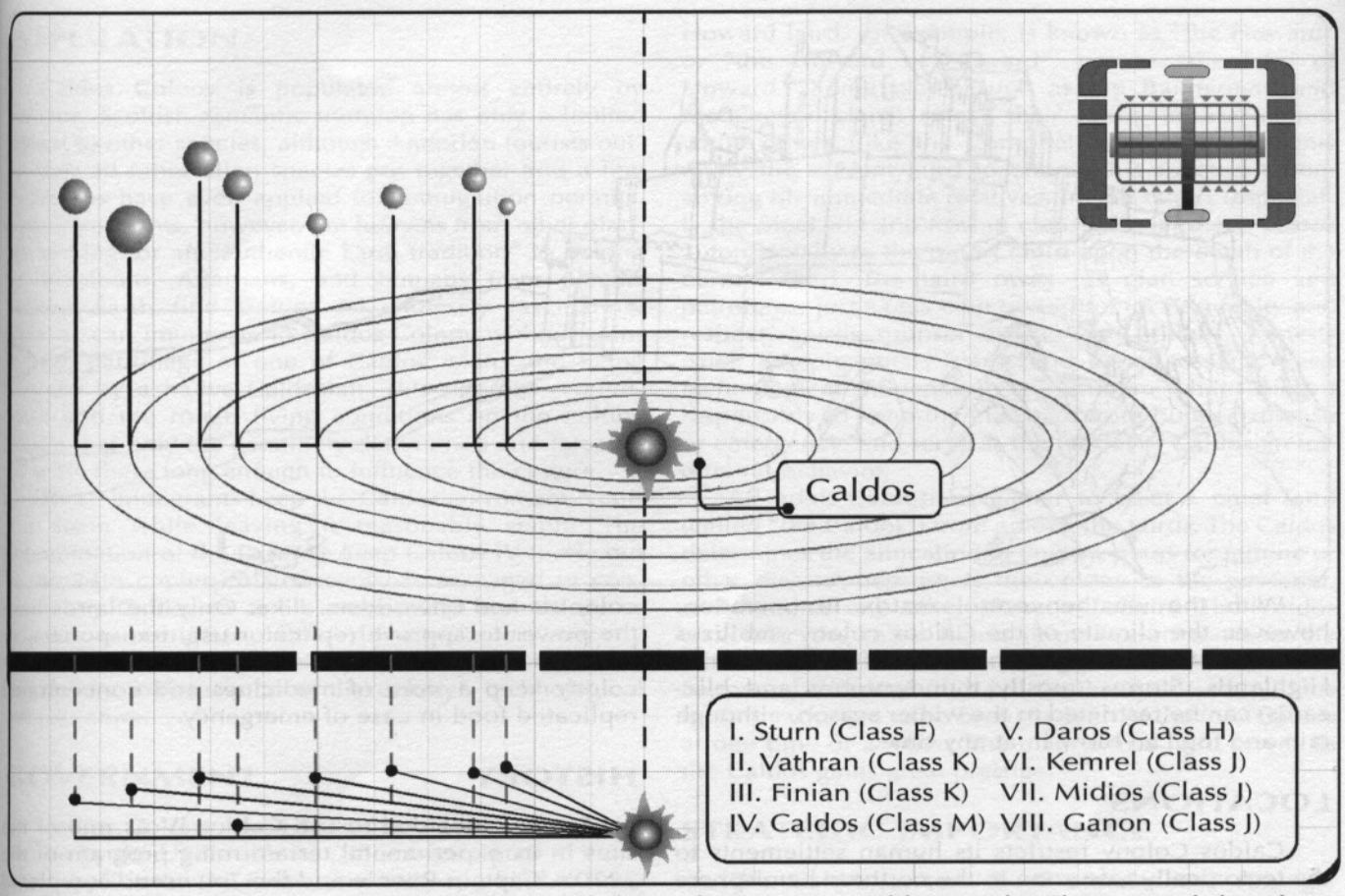
Culture: Founded as a specific recreation of the Romantic concept of Earth's Scottish Highlands (ca. 1350-1750), the Gothic-Romantic strain of Caldosian culture has increased relative to the Scots-conservative strain.

Affiliation: Federation colony world

Resources: None for export except dramas, holocreations, and novels. Caldos Colony is self-sufficient in everything except technical expertise.

Places of Note: Many recreated Scottish castles including Urquhart and MacLeod, some containing authentic stones transported from Earth

Ship Facilities: None



One of the oldest terraforming attempts of the Federation, Caldos Colony replicates a romantic vision of the Scottish highlands. The colonists take great pains to maintain their culture and its unique feel, even foregoing useful modern technologies to do so.

SOLAR SYSTEM

Caldos Colony resides on Caldos IV, the fourth planet in the Caldos system. Caldos itself is a yellow giant (Type G9 II) with a highly variable solar flare and sunspot cycle; Caldos IV has an anomalous magnetic field and climatic variation as a result. Caldos IV is the only Class M planet in the system; before terraforming it was on the barely tolerable side of Class M. The other seven planets in the Caldos system are the usual mixed bag of Classes H, J, and K.

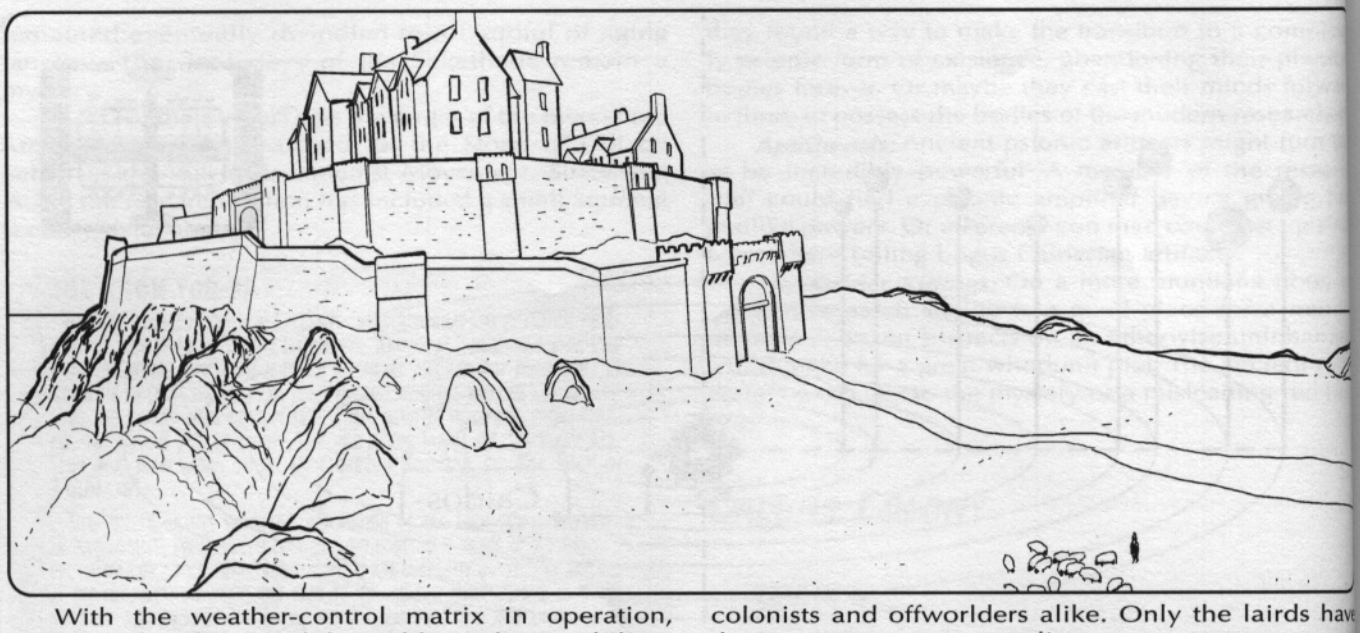
The Caldos system has no asteroid belt to speak of, although meteor showers are numerous on Caldos IV. The system's Oort cloud is of above-average size. Caldos has three moons; the largest (Campbell) is about a fifth the size of Luna. They orbit rapidly and relatively close to Caldos IV.

ENVIRONMENT

Before terraforming, Caldos IV had a violent climate driven by a turbulent atmosphere and irregular peaks of solar radiation. It was cold, stormy, and generally unpleasant all year; Caldos IV's tropics suffered from horribly powerful hurricanes, and everywhere else was too cold to settle. The core of the planet seethed with volcanic and tectonic activity as well.

Captain Deirdre Rennie of the *U.S.S. Townsend* used what was at that time an innovative method to solve these problems when she commanded the Starfleet terraforming mission establishing the Caldos colony in 2271. The *Townsend* laid down a barrage of photon torpedoes and timed phaser blasts to pierce the planetary crust and create powerful artificial geysers in the middle temperate zones of the planet's northern hemisphere. These geysers bleed off the excess tectonic stresses on the north continental plate, leaving an area of geological stability tens of thousands of kilometers square for safe settlement. They also provide a solid bank of warming updraft air to counteract the cold fronts sweeping down from Caldos IV's poles. Although the warm and cold air meeting create a never-ending storm front along the temperate-arctic boundary, an ingenious electrostatic weather-control matrix diffuses the energy of these storms and redistributes it to even out low-pressure and high-pressure zones elsewhere on the planet.

In 2271, fusion plants were still too expensive to build a fusion substation for each weather matrix grid point. The matrix draws power, therefore, both from the geysers and from orbital microwave conversion satellites. The satellites absorb Caldos' plentiful solar energy, convert it to microwaves, and beam the microwaves to the substations. The grid has multiple redundancies, but, like any complex system, requires periodic maintenance to avoid disastrous reverse-feedback loops.



With the weather-control matrix in operation, however, the climate of the Caldos colony stabilizes into a moist, cool range reminiscent of Earth's Scottish Highlands. Storms (mostly thunderstorms and blizzards) can be restricted to the winter season, although rain and fog can blow in at any time.

LOCATIONS

Caldos Colony restricts its human settlements to the tectonically safe zone in the northern hemisphere on the continent of Caledonia. The largest such settlement, New Glasgow, serves as the colonial capital. Most offworlders seldom go anywhere else: The main technical interface grids lie here, as do the kitschy tourist trap shops and quaint old inns. Everywhere else, the colonists take great pains to keep their planet unattractive to all but the most driven romantics. Isolated castles, windswept moors, houses built of stone with only rudimentary computer facilities, rustic farm technology more suited to the 19th century than the 24th, herds of sheep, and scattered fields of oats greet the visitor wherever else in the colony he travels. Such travel almost always involves horseback riding: Transporter booths are for use only in the most urgent emergencies on pain of banishment from the colony.

Traditionally, every major building on Caldos must use a stone from a building in Scotland as its cornerstone; the inconvenience of importing proper cornerstones keeps new building to a minimum. As a result, extended families live in large manor houses, each generation taking a separate wing. Some of the local lairds live in painstakingly reconstructed castles based on (or, in some cases, imported stone by stone from) those in Scotland's Highlands.

Robot and teleoperated mines produce most of Caldos Colony's raw materials, and those can be found anywhere on the planetary surface, including undersea—except, of course, within eyeshot of a colonial settlement. The colony's technology (power generators, supplemental food replicators, the weather-control grid substations) stays hidden from colonists and offworlders alike. Only the lairds have the power to approve replicator use, transporters, or similarly modern equipment. Most homes on the colony keep a store of medicines and concentrated replicated food in case of emergency.

HISTORY

Starfleet decided to use Caldos IV as one of the sites in its experimental terraforming program of the 2270's. Captain Rennie and the *Townsend* completed the terraforming quickly and efficiently, although since Caldos IV was deliberately chosen for its unfriendly climate (to make the test more difficult, and therefore more meaningful), finding settlers for the new world was not easy.

The Federation eventually subsidized the relocation costs of a group calling itself the Pre-Conneriten Jacobeans, who had vocally protested the rapid development of Scotland on Earth. Captain Rennie's personal log, which compared the new Caldosian climate to Scotland's Highlands, was a powerful recruiting tool for the Jacobeans. Eventually, thirteen "clans" of the Jacobeans emigrated to Caldos IV and set about establishing a properly premodern Scottish cultural and governmental system there.

Although over the next century clan conflict occasionally interfered with the planet's peace (especially during the celebrated MacLeod-Bannerman feud of the 2310's), the low population density and the natural power-balancing tendencies of human feudal organizations have prevented any serious crisis from emerging. The gravest threat to Caldos Colony came in 2370 when a series of failures in the weather-control matrix forced the governor to call for Federation assistance. While the *Enterprise-D* worked to restore power and stability to the Caldos IV grid, its crew became entangled in the family history of the Howard clan. Eventually, the role of Ronin, an anaphasic lifeform, in perpetuating some Howard clan traditions emerged after he endangered the weather-control grid in a desperate attempt to survive.

POPULATION

Caldos Colony is populated almost entirely by humans. Scottish romantic tradition has only a limited appeal to other species, although Andorian tourists outnumber all other alien species put together and a few Andorians have even applied for immigration permits. Most immigrants, however, are humans from other planets looking for an "authentic Earth tradition" to belong to. Rigellians, Altairians, and humans from planets besides Earth find Caldos IV endlessly fascinating. Nobody can immigrate to Caldos Colony without gaining the patronage of one of Caldos' clans and being adopted by a native Caldosian. This rigorous requirement and the rough living conditions on the colony ensure that only the genuinely determined and interested settle there long enough to influence the culture.

These immigrants keep the Caldosian romantic culture fresh while leaving it reasonably stable. The determination of the lairds to keep Caldos IV firmly out of the 24th century mainstream has managed to convince any Caldosian at all interested in technology or science to emigrate. Offworld contractors (mostly Centaurans who enjoy Caldosian poetry, art, and drama) handle the maintenance of the colony's technological infrastructure.

GOVERNMENT

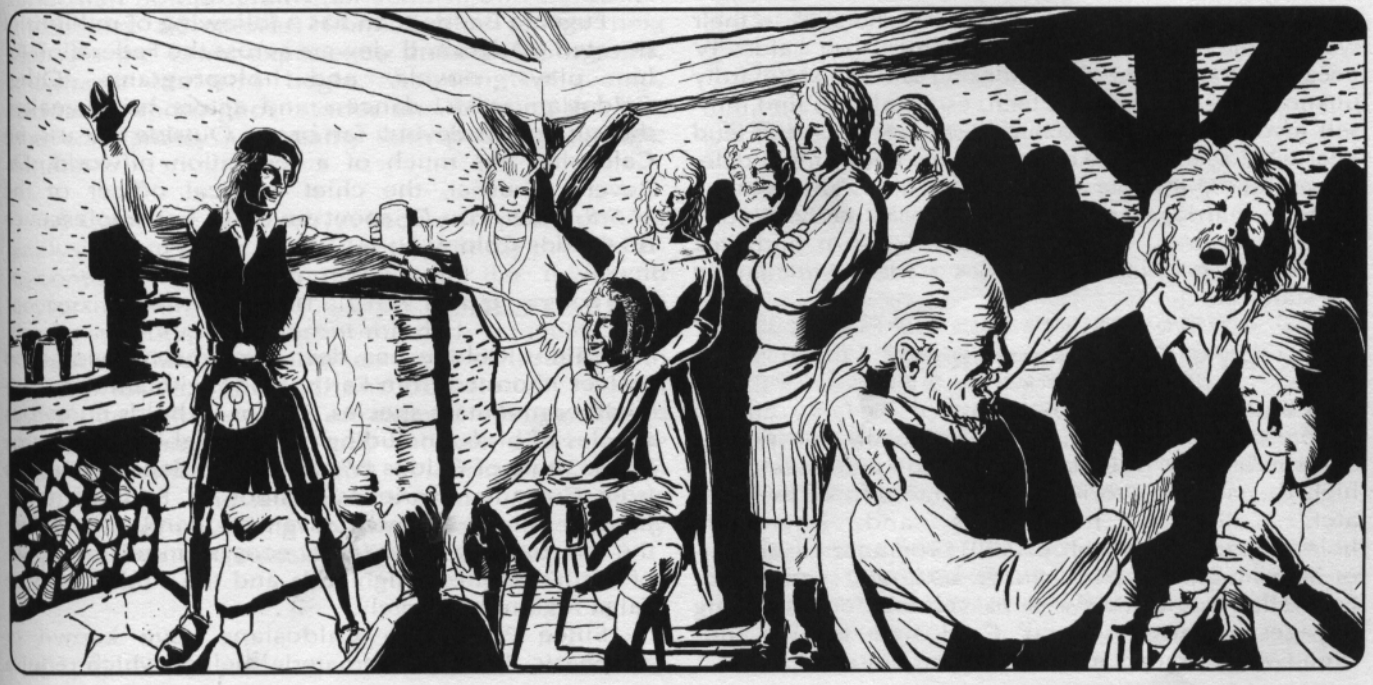
Caldos Colony has a Federation governor, usually chosen by the UFP Colonial Office from a pool of interested applicants. The Federation tries very hard to keep from interfering in Caldosian affairs, and selects human governors with a strong sympathy to Caldosian culture. The governor's powers are fairly limited under Caldosian law.

Real power rests with the thirteen lairds, the heads of the founding families, or clans, of Caldos Colony. The term "laird" is used only in the abstract. The Howard laird, for example, is known as "the Howard" or "the Howard of Howard", not as "the laird of Howard." Some clans (such as the Bannerman and MacGregor clans) select their lairds in assemblies, while others (like the Campbell and Howard clans) allow the current laird to choose his successor from among his immediate relatives. In still others (especially the MacLeod and Rowan clans), the lairdship passes automatically to the oldest child upon the death of the current laird. The laird owes his clan service and patronage, just as his clan owes him (or her) fealty and respect. Lairds sponsor artistic and athletic contests (such as epic poetry slams and caber tossing); keep technological influence to a minimum while using it responsibly to keep the clan safe from hunger, disease or emergency; and serve as the model of Caldosian traditional behavior.

All adult Caldosians gather to elect a chief laird (called "the Caldos") from among the lairds. The Caldos determines the allocation of energy, plans for famine or other disaster, represents the colony to the governor, and handles any other planetary affairs. The Caldos serves for life, unless illness or malfeasance causes the other lairds to remove him from office; this has never happened, although clan politics have caused motions for impeachment to be brought each of the four Caldos at one time or another. The clan whose laird serves as the Caldos gains great prestige.

STRATEGIC IMPORTANCE

The Caldos system is of almost zero strategic importance. However, Caldos Colony's neglect of space and technology (such as system surveys) and the extreme variability of Caldos' solar activity means that the Caldos system might be an excellent place for ships to escape detection for some time. What an infiltrator could gain from hiding in the Caldos system, besides refuge, is unknown.



PRESENT CONFLICT

The turbulent clan politics of Caldos Colony can erupt in feuds and melodramatic events at any time. Dueling (with gunpowder pistols or with broadswords), both technically illegal and entirely common on Caldos IV, can lead to revenge-taking, fights at high noon on the moor between groups of young colonists, and other exciting escalations. A culture set up to value drama and romance over pragmatism, when combined with Caldos IV's artificially limited resources, can create many flashpoints which might not otherwise exist.

The other potential source of conflict on Caldos Colony lies between the colonists and offworlders. Although most of the technical contractors are more than willing to leave the locals alone and stick to their work, some engineers select assignments on Caldos IV because of an interest in Caldosian culture. It is hardly unknown for a Centauran tech, especially, to find himself involved in a passionate love story and clan feud after what seemed like an innocuous Friday night date. Other times, of course, offworld-Caldosian romance leads to marriage and adoption into a Caldos Colony clan. Sometimes, as with Beverly Howard and Jack Crusher, the couple leaves Caldos IV for a future among the stars.

EXPORTS AND IMPORTS

Caldos Colony enjoys most of its fame among devotees of holodrama, romantic novels and poetry, and similar arts. Caldosian actors and actresses are in high demand on worlds with a tradition of live theater. Caldosian holodramas and interactive holoprograms, although usually programmed on out-of-date equipment, fascinate a large segment of Federation society. Few ships venture forth on long voyages without several Caldosian bodice-and-broadsword dramas loaded into the holodeck.

This interest helps Caldos Colony recruit the engineers and technical personnel needed to maintain the colony's aging scientific and technical equipment, especially the power stations, emergency transporters and replicators, and holorecorders. Since Caldos Colony remains a Federation terraforming experiment, Starfleet engineers retain some responsibility for the weather-control grid. The repairs carried out by the *Enterprise-D* crew in 2370 should keep the colony safe for a few decades at least, although with Caldos' widely anomalous solar flare pattern, the system might be overloaded and break down before then.

NOTED INHABITANTS

Eugenia Bannerman has a following of millions of devoted readers and viewers across the Federation for her plays, novels, and holoprograms. Other Caldosian artists, dancers and actors have smaller, though no less devout, fan bases. Outside the arts, no Caldosian has much of a reputation offworld. Dr. Beverly Crusher, the chief medical officer of the *U.S.S. Enterprise-D*, spent much of her adolescence on Caldos Colony.

CREATURES

Caldos Colony has deer, pronghorn sheep, and wolves imported from Earth, along with similar cold-weather mountain species. Caldos IV holds numerous species of birds, including many songbirds and game birds. Some of Caldos IV's avian population descends from Centauran varieties. Caldos IV had no native plant or animal life more advanced than lichen before the terraforming of 2271; its ecosystem mirrors those of Earth's Scottish Highlands and the Andorian Blue Taiga region completely.

Since 2370, the Caldosians have known of anaphasic lifeforms, immaterial beings which require

corporeal hosts to survive and maintain molecular cohesion. The Howard family women served as hosts for the only confirmed anaphasic lifeform on Caldos IV, a being known as Ronin, until Beverly Crusher destroyed him to protect her fellow officers. However, romantic Caldosians and Starfleet sociologists alike theorize that numerous anaphasic lifeforms may have traveled to Caldos IV with their human hosts. Certainly, the highly traditional and romantic Caldosian culture seems tailor-made to support such beings. The discovery of Ronin has led to an upsurge in "ghost" sightings: If the wildest estimates are all accurate, nearly every house on Caldos has its own anaphasic lifeform.

ANAPHASIC LIFEFORM

ANAPHASIC LIFEFORMS ARE NONCORPOREAL, SENTIENT BEINGS WITH EXTREMELY LONG LIFE-SPANS THAT REQUIRE A BIOLOGICAL HOST TO MAINTAIN MOLECULAR COHESION, PERHAPS GIVING RISE TO VARIOUS GHOST LEGENDS ACROSS THE FEDERATION. FINDING A HOST WITH A COMPATIBLE BIOCHEMISTRY IS VITAL TO THE BONDING PROCESS, THOUGH THEY CAN EXIST FOR SHORT PERIODS OF TIME WITH A SUPPLY OF PLASMA ENERGY (SUCH AS A PLASMA-BASED FLAME OR AN EPS SYSTEM). ANAPHASIC LIFEFORMS APPEAR TO THEIR HOSTS AS CORPOREAL BEINGS, BUT REMAIN INVISIBLE TO BYSTANDERS (UNLESS THE LIFEFORM WANTS TO BE SEEN).

THE ANAPHASIC LIFEFORM KNOWN AS RONIN, WHO APPEARED TO THE WOMEN OF THE HOWARD FAMILY FOR GENERATIONS, EXHIBITED INCREDIBLE POWERS, AFFECTING CALDOS COLONY'S WEATHER-CONTROL NETWORK, FILLING FILISA HOWARD'S HOUSE WITH CAMELLIAS, AND PROJECTING BOLTS OF PLASMA ENERGY. RONIN PROVIDED SENSATIONS OF PLEASURE TO THE HOWARD WOMEN, AND ANAPHASIC LIFEFORMS LIKELY CAN INDUCE OTHER, MORE DANGEROUS FEELINGS AS WELL.

EPISODE IDEAS

The Haunting: Another anaphasic lifeform leaves Caldos while symbiotically joined with a Caldosian actress touring the sector. The Crew's ship transports the actress and some brand-new Caldosian holoprograms (all Scottish and Caldosian ghost-story adventures) from Caldos to her next stop. As the Crew experience these holoprograms, anaphasic lifeforms begin "haunting" the ship, recreating those ghost stories and blurring the line between fantasy and reality with potentially tragic results.

A Question of Honor: A Federation terraforming analysis team lands on Caldos IV to study the weather-control grid and to make sure the Townsend geysers remain stable. The Crew is assigned to keep these stereotypical absent-minded scientists and technology-absorbed engineers out of trouble with the expressive, romantic, and occasionally violent Caldosian colonists. For an extra challenge, divide the terraforming team evenly between quarrelsome Tellarites, who openly scoff at "primitive human foolishness," and superior Vulcans, who seem unable and unwilling to understand the prickly requirements of Caldosian romantic honor.

CESTUS III

Once a strategic flashpoint on the Federation-Gorn border, Cestus III has grown into a thriving human colony brimming with pioneer spirit.

SOLAR SYSTEM

Cestus is an orange giant (Type K2 III) with a large asteroid belt between it and its nearest planets, the Class F worlds Cestus I and Cestus II. The Cestus asteroids, called the Cestine Belt, have a very high silica-crystal content and metalloids flash-baked into their faceted surfaces. From space, the asteroids look like metallic studs set into a bright orange boxing glove—or at least they looked like that to Starfleet Captain Thomas Riccioli, who named the system Cestus after the ancient Roman boxing weapon.

CESTUS III

PLANET NAME: CESTUS III

CLASS: M

SYSTEM DATA: CESTUS III HAS NO MOONS.

GRAVITY: 1.1 G

YEAR AND DAY: 288/27.4

ATMOSPHERE: OXYGEN-NITROGEN-CARBON DIOXIDE; SLIGHTLY LOWER THAN EARTH-NORMAL PRESSURE

HYDROSPHERE: 47% OF SURFACE WATER CONCENTRATED IN ONE LARGE TROPICAL OCEAN; OCEAN IS THICK WITH COMPLEX ORGANICS AND CARNIVOROUS PLANTS.

CLIMATE: RELATIVELY DRY AND HOT; COOLER TOWARD THE POLES

SAPIENT SPECIES: HUMANS (ABOUT 25 MILLION), GORN (ABOUT 25,000)

TECH LEVEL: LEVEL SIX COLONIAL INFRASTRUCTURE; SOME LEVEL FIVE

GOVERNMENT: LOCAL REPRESENTATIVE DEMOCRACY

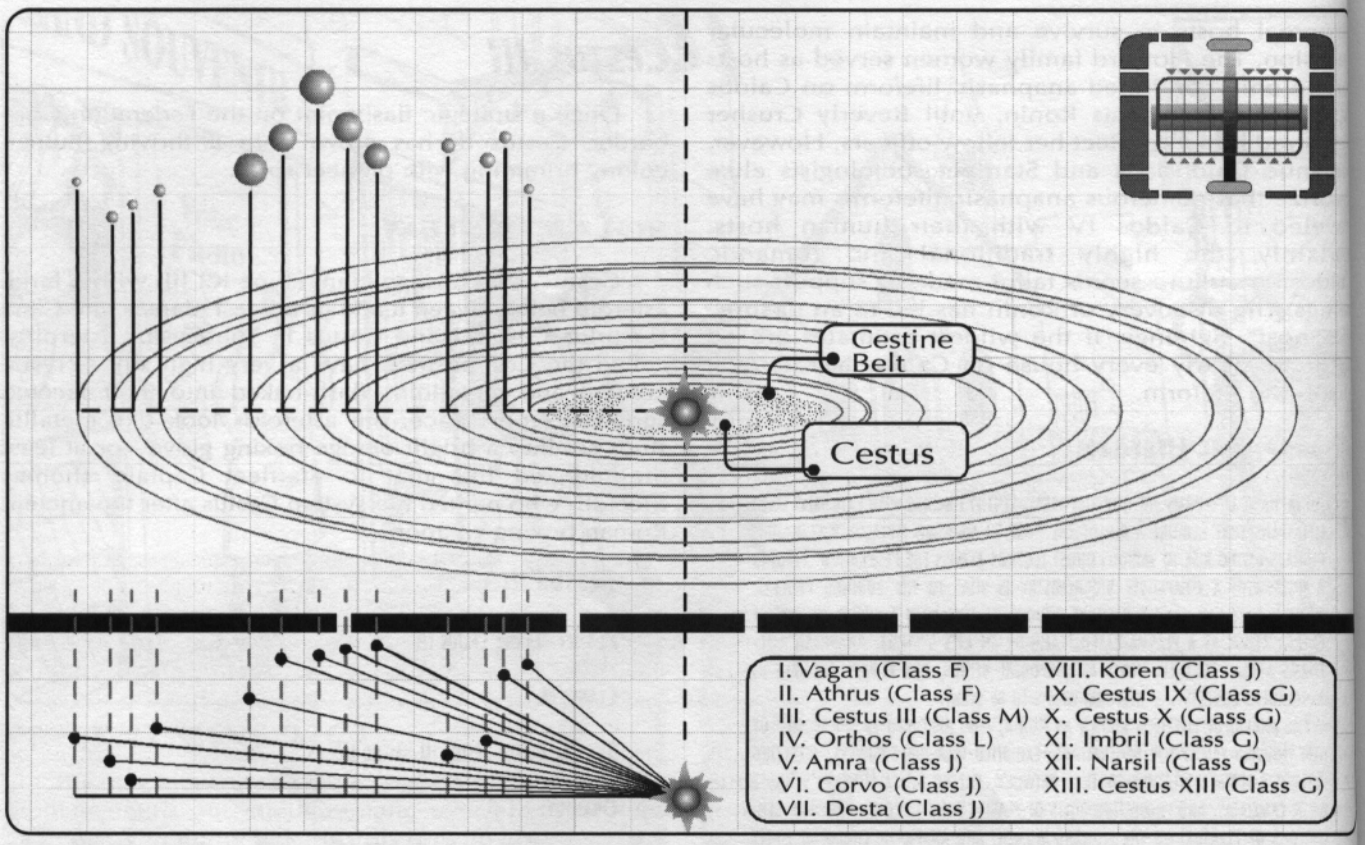
CULTURE: PIONEERING AND FORWARD-LOOKING, GLORYING IN SPORTS AND PHYSICAL EXPRESSION OF ALL KINDS

AFFILIATION: FEDERATION COLONY WORLD

RESOURCES: THE OCEANIC ORGANICS MAY HAVE MEDICAL OR GENETIC USE. CESTUS III PRIMARILY EXPORTS BASEBALL PLAYERS AND SOME RARE MINERALS EXTRACTED FROM THE CESTINE BELT OR MINED FROM THE DESERT CRYSTAL BEDS.

PLACES OF NOTE: PIONEER STADIUM IN PIKE CITY IS THE LARGEST SINGLE-USE BASEBALL STADIUM IN THE FEDERATION; CESTUS III ALSO HOSTS THE INSTITUTE FOR HUMAN-GORN RELATIONS, IN CESTUS HOME, THE WORLD CAPITAL.

SHIP FACILITIES: GROUND-BASED SPACEPORT NEAR CESTUS HOME USED PRIMARILY BY ORE CARRIERS AND GORN CRAFT. THE ORBITAL REFINERY IN HOHMANN TRANSFER ORBIT BETWEEN CESTUS III AND THE CESTINE BELT HAS SPACEDOCK FACILITIES FOR FREIGHTERS.



Cestus III is the only Class M planet in the system, although Cestus IV is a Class L planet inhabited by a few hundred scientific personnel (mostly from the Cestus Academy of Exploration, Cestus III's finest academic institution). The next five outer planets (Cestus V-IX) are all Class J worlds, with four Class G worlds (Cestus X-XIII) beyond them. Graduates of the Cestus Academy of Exploration traditionally launch a "senior expedition" to one of the outer worlds or moons, planting the flags of the Federation, Cestus III, and the Academy on the icy crust and carrying out scientific surveys and experiments for two or three months. Needless to say, Cestus Academy of Exploration graduates apply to Starfleet Academy in great numbers—a Cestine who enters Starfleet is hailed as a hometown hero.

Far out on the edges of the Cestus system lies an immensely thick Oort cloud of comets and frozen asteroids. Seeing a comet trailing across the velvet sky of Cestus III is a common occurrence for the fortunate colonists.

ENVIRONMENT

The planet Cestus III itself has few mountains besides some relatively low ranges similar to Earth's Zagros Mountains or to a semidesert version of the Appalachians. Tectonic activity on Cestus has nearly ceased; the planet's internal core remains cool and stable, and has apparently been similarly placid for millennia. Most of Cestus III's northern continent (named Henson) is steppeland descending in flat plateaus and sudden escarpments from the northern mountains. The northern temperate zone holds grasslands, sheep and cattle ranges, and farms; the southern arid zone holds small conifer forests, transplanted Terran pin oaks, and badlands and desert stretching endlessly under the bright blue sky and orange sun.

Cestus III's southern continent, Shackleford, is smaller than Henson and more broken in formation; its tumbled gorges and canyons recall the American Southwest on Earth. A belt of mountain conifers circles the south polar cap, which covers a small ocean.

Between Henson and Shackleford lies the Magellanic Sea, a globe-encircling ocean rich in organic compounds and carnivorous vegetation. Its frequent storms, "Venus mantraps," and mycocladial predators keep most people inland. The Cestus III colonial government works to preserve the ocean's unique plant-dominant ecology from too much human interference and development.

LOCATIONS

The major human settlements on Cestus III ring the planet along the fiftieth northern parallel, roughly between the grassland and semidesert zones of Henson. Cestus Home, the planetary capital; Pike City, the "second city" of Cestus III; and the industrial city of Ricciolipoli all lie in this belt. Coronado lies farther south along one of Cestus III's few rivers and serves as a center for the cattle ranchers and crystal miners of southern Henson. The largest city on Shackleford is Kirkville, connected to the other cities by public transporter booths.

Most tourists who visit Cestus III fall into one of four categories. Xenobotanists interested in studying the ecology of the Magellanic Sea usually set up

offices at either the Cestus Academy of Exploration in Cestus Home or at the Dulika Conservation Center on the northern shore of the sea itself. Baseball fans traditionally follow either the Cestus Comets, the Pike City Pioneers, or the Kirkville Captains on a ten- or twelve-game rotation to every major city on the planet. The Cestus Meteors, Coronado Scouts, and Ricciolipoli Rangers have many more on-planet fans than off-planet ones. Wearing a battered Meteors or Scouts cap is something of a statement of "hometown pride" among many Cestines, while a tourist can easily be spotted by his replicator-fresh Pioneers cap.

Military historians and those on the "Captain Kirk Tour" usually visit the Kirk Memorial in the middle of Cestus Home Square (with its statue depicting the captain crouched over a bamboo cannon and looking boldly upward). Although Captain Kirk never, as far as can be determined, set foot on Shackleford, Kirkville does a nice business in souvenirs, holotours of the 23rd-century *Enterprise*, and visits to its Captain Kirk Museum.

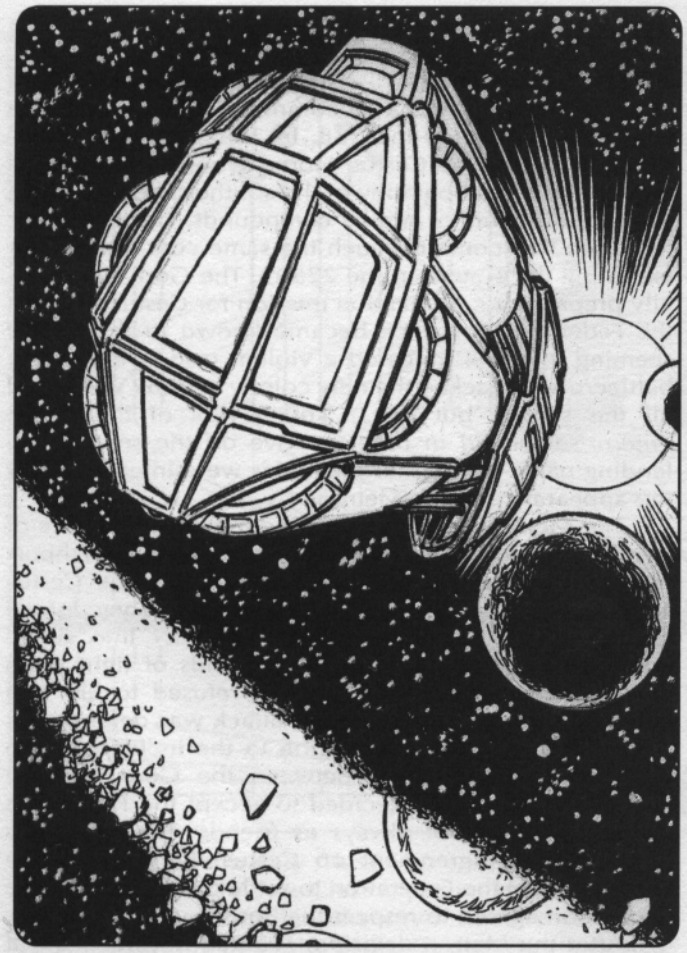
Xenologists, diplomats, and others interested in the Gorn usually study at the Institute for Human-Gorn Relations offices in Cestus Home. Although denied ownership of Cestus III by the Metrons, the Gorn have maintained a presence in the sector. When the Federation and Gorn governments must meet to discuss matters—territorial concerns, trading agreements, or travel authorization—the summit takes place here. Such a meeting has not taken place in years. The people of Cestus III (almost none of whom are descended from the victims of the Gorn attack in 2267) welcome the Gorn presence, and the Gorntown districts of Cestus Home and Coronado offer quite a spectacle to the off-planet visitor.

HISTORY

The Federation first discovered Cestus III on Captain Thomas Riccioli's Alpha Quadrant exploratory cruise in the *U.S.S. Coronado* in 2258. In 2262, Starfleet established a colony at Cestus Home when it seemed as though the crystallography of the southern deserts might produce dilithium or similar compounds. Unfortunately, the Gorn had come to much the same conclusion after exploring the system in the 2250's. The Gorn had actually prepared a colonization mission for Cestus III when the Federation presence became known to them. This seeming invasion triggered a violent response: A Gorn battlecruiser attacked the new colony in 2267 and killed all the settlers but one. Captain Kirk of the *U.S.S. Enterprise* arrived in time to drive off the small Gorn landing party, but further hostilities were interrupted by the appearance of the Metrons.

The Metrons, a highly evolved transmaterial race of humanoids, did not wish to see their peaceful neighborhood (of indeterminate size but including the Cestus Sector) disturbed by interstellar warfare. They forced Captain Kirk and Gorn Captain Rheuzz'r into single combat on a small planetoid thousands of light years away. Kirk defeated Rheuzz'r, but refused to kill him when he realized that the Gorn attack was defensive in nature. Captain Kirk's resolution to the incident led to an opening of a dialog between the Gorn and the Federation. The Gorn decided to accept the Federation as neighbors, if not always as friends. The two sides negotiated an agreement on Cestus III, whereby the Gorn allowed the Federation to settle the planet and the Federation agreed to respect the borders of Gorn space.

After the Metron decision, Federation settlement of Cestus III became a rush priority and the colony was established without extensive planning. Although the



Federation intended to establish a starbase in the system to defend against further Gorn attacks, the acquiescence of the Gorn to the Federation presence dropped Cestus III farther down on the list, and the colony was left to fend for itself. Fortunately, the colonists' leader, Robert Pike, had all the courage and ability of his famous relative, Captain Christopher Pike. Rather than wilting without support, the Cestus III colony flourished and its people established a reputation as go-getters and adventurers which is the envy of many more staid worlds.

POPULATION

Almost the entire population of Cestus III is human, mostly of North American and African descent. This heritage and the hot rays of Cestus give virtually every colonist a dark complexion, although hair and eye color vary along the human spectrum. With Cestus III's slightly higher gravity and lower pressure, native-born Cestines are slightly stronger and have slightly higher endurance and stamina than Earth-born humans. This contributes to Cestine skill at baseball, their planetary sport, but baseball's worldwide acceptance and prestige constitutes a much larger factor.

Cestines are naturally competitive, always seeking to outdo the past (especially in exploration and similar scientific endeavors) and to accomplish as much as possible with the tools at hand. This seems to be a result of their unsettled and unsupervised colonial history, and impels a vigorous pioneer culture which is both enamored of its past and eager for its future.

Although Cestus III is overwhelmingly human, as a Federation colony it does have its share of other races. Centaurans, Bolians, and Tellarites outnumber the other nonhumans in the colony, but they have mostly assimilated to human, and specifically Cestine, habits and cultural tastes. Visiting Tellarites especially complain that it's impossible to find decent Tellarite food even in the Tellarite restaurants on Cestus. The occasional Vulcan tourist, on the other hand, is in for a treat: Cestine vegetarian cooking outclasses that of most colony worlds, even though the average Cestine sticks to "baseball food" like hot dogs, kefta, and hamburgers.

GOVERNMENT

The various towns, cities and large ranches of Cestus III generally govern themselves on a semiformal "town meeting" basis; larger matters come under the jurisdiction of the Colonial Assembly. The Assembly meets electronically for three months out of every year, and in person (in Cestus Home Government House) once every three years. A Federation Commissioner handles day-to-

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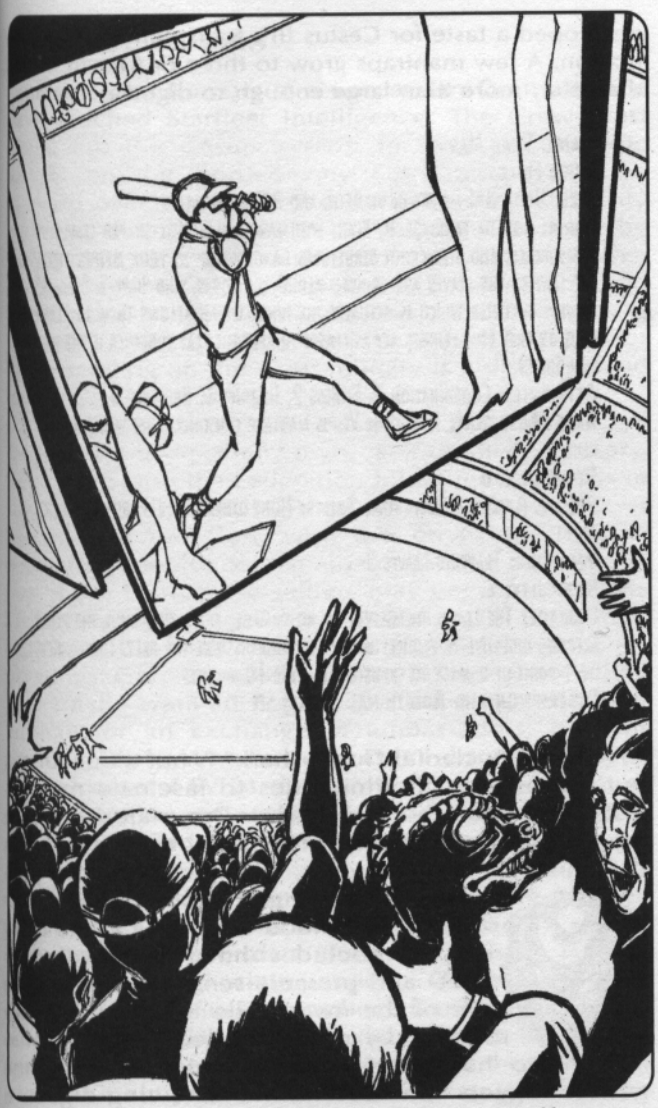


day administrative tasks, but the Cestine self-government works well enough that the Federation presence is minimal—the Cestus III Starfleet recruitment office gets much more business than the Federation Commissioner's does.

STRATEGIC IMPORTANCE

The strategic importance of Cestus III depends first and foremost on its position at the very edges of Gorn space. The Federation has had little contact with the Gorn since the 2267 skirmishes; the Gorn prefer their own company and have turned more to fully exploring and exploiting their own sectors rather than to expansionism. Nevertheless, the possibility remains of a sudden change in Gorn politics or leadership leading to a war of revenge. Starfleet tries to route a starship near Cestus III every few months to keep an eye on things. Since so little is known about the Gorn, the Federation's security planners must assume that the worst could always happen.

A more immediate, although more spatially distant, threat to the Cestus Sector is the Cardassian Empire. Cestus III lies only eight weeks' travel from Bajor at maximum warp, a distance easily covered by lightning raids or spy craft. Although there are no clear signs of Cardassian interference in the Cestus Sector, Starfleet Intelligence has heard rumors that Cardassian ambassadors to the Gorn have been trying to stir up old feelings of resentment.

A Cardassian-Gorn alliance would pose a strategic nightmare for Federation communications and transit routes throughout Alpha Quadrant. It could also potentially cut off the Federation from further exploration coreward from Cestus III.

For more on the relationship between the Gorn and Federation, see ***The Price of Freedom: The United Federation of Planets***.

PRESENT CONFLICT

Although newcomers sometimes worry about the Gorn presence on Cestus III, the planet's inhabitants take their tall green neighbors in stride. Cestus III is the only place in the Federation where humans and Gorn can work and talk together. (And play together: A Gorn named Kaph-ti'izz has earned a place as the starting second baseman on the Coronado Scouts.) Starfleet xenologists are unsure how representative Cestine Gorn are of the Gorn social and cultural mainstream. Some theorists believe that Cestus III and the Institute for Human-Gorn Relations serve as "safety valves" where misfit Gorn can profitably serve their species without disrupting its cultural values. Most Cestines fancy themselves experts on Gorn, and don't believe that humans and Gorn have anything to fear from one another.

Besides baseball rivalries, the biggest conflict on Cestus III is the question of whether to apply for full Federation membership. The promembership faction believes that it's time for Cestus III to take its place among the independent worlds and to "join galactic civilization." This faction is most popular in Cestus Home, Kirkville, and Ricciolipoli, and draws a lot of support from young people in the colony as well.

The procolonial faction generally feels that Cestus III has the best of both worlds: The Federation keeps the peace and the local government leaves everybody alone. They worry that a change in the status quo, which has worked for Cestus III for a century, will disrupt the balance of Cestine society. Most of Cestus III's nonhuman population (including the Gorn) supports the procolonial faction, as do the rural settlers, Coronadans, and Pike Cityites.

EXPORTS AND IMPORTS

Cestus III has little to drive trade in either direction. Like most mature colony worlds, Cestus III is self-sufficient in all but the rarest medicines or luxuries, and like most worlds of any kind, it produces very little that other star systems do not or cannot. Cestus III is not a poor planet, of course, so a number of ships do stop by, bringing just the kind of luxury goods a booming colony demands: Andorian and Ennan ale are especially popular with thirsty Cestines.

The unique plant life in Cestus III's ocean remains primarily a scientific curiosity. Even classifying it has taken a century or so, and figuring out what it's good for may take more time yet. Crystalline compounds from the

Cestine Belt or from the equatorial deserts remain the only other potential material export from the Cestus system. Although fascinating to mineralogists, and of some use in calibration and collimation equipment, Cestine crystals still have no unique large-scale industrial uses.

Cestus III, like many worlds far more advanced, imports and exports people. Tourists and scientists (and not a few would-be colonists) come into the system, and baseball players, students, and would-be starship crew members leave it. Cestus III also trades in knowledge, although such trade is primarily of the informal type carried on across the Federation. Finally, Cestus III exports the spectacle of its baseball games. Humans, and other races fascinated by humans, find baseball a useful microcosm of human culture as well as a thrilling athletic contest.

NOTED INHABITANTS

The only Cestine whom the average offworlder could name without consulting a computer bank is Desrick Ruwori, the star pitcher for the Pike City Pioneers. Cestus III is also the current home of the Federation's greatest expert in mycology (the study of fungi), Dr. Amanda Blekinsop. Although Dr. Blekinsop was born on Altair IV, she has given Cestus III somewhat of a luster in xenobotanical circles with her researches on the Magellanic Sea life. Dr. Blekinsop spends her time either at the Cestus Academy of Exploration (where she heads the Department of Natural History and Exobiology) or the Dulika Conservation Center. She heads the task force there mapping the Magellanic Sea's ecological links and niches using computerized undersea probes and tracer plankton.

CREATURES

Cestus III had no native land animals larger than a horsefly even before human colonization brought numerous Terran species and created a series of Earth-similar biozones across the continents. Terran cougars and black panthers have been successfully seeded as the native large predators, and the dogs from the first colony went feral after the Gorn attack, leaving a relatively high "coyote" population as well. Other Terran species from African savannahs and North American high plains and deserts dwell in the equivalent areas of Cestus III.

The Cestine ocean, on the other hand, holds a number of very highly developed plant forms, including a number of carnivorous ones. The two most impressive species to offworlders are the "Venus mantraps" and the mycocladials, or "fungusharks." The Venus mantraps, named for the Terran Venus flytrap, are large floating plants similar to water lilies. When an "airflower" (a hovering epiphyte similar to a giant methane-producing orchid) lands on the mantrap, it disturbs hairlike cilia on the plant's surface. This triggers the sudden closing of the mantrap's jaws and the secretion of digestive juices rendering the airflower into a nutrient mulch. To the consternation of zoologists and the excitement of botanists, a few subspecies of Venus mantraps have developed a taste for Cestus III's transplanted bird population. A few mantraps grow to three or four meters in diameter; more than large enough to digest a human.

NAME: VENUS MANTRAP
TYPE: FILTER
SIZE: UP TO 3-4 METERS IN DIAMETER AND 3.3 KG IN WEIGHT
FORM: AQUATIC CARNIVOROUS PLANT WITH LARGE, FLAT, DISC-SHAPED LEAVES ON THE SURFACE, AND STEM/ROOT STRUCTURES DANGLING UP TO FOUR METERS BELOW THE LEAVES. THE LEAVES ARE FRINGED ALONG THE EDGES, AND HAVE A "CREASE" DOWN THE CENTER WHICH IS ACTUALLY THE HINGE WHICH ALLOWS THEM TO CLAMP SHUT ON PREY (THE FRINGES ACT AS CLASPS TO KEEP THE LEAF TOGETHER IF THE PREY STRUGGLES).
ATTRIBUTES: COORDINATION 2, FITNESS 2, INSTINCT 1, PRESENCE 0
BASE MOVEMENT: NONE; THE VENUS MANTRAP CAN ONLY DRIFT WITH THE CURRENT.
RESISTANCE: 0
SPECIAL ABILITIES/UNUSUAL SKILLS: NONE OTHER THAN ITS ABILITY TO CATCH PREY
WEAPONS: TRAPPING LEAVES 3
DIFFICULTY: 7
DAMAGE: THE LEAVES THEMSELVES DO NO DAMAGE; AFTER THEY SHUT THE PLANT EXCRETES DIGESTIVE-TYPE JUICES WHICH KILL AND DISSOLVE THE PREY. THESE JUICES DO 1 POINT OF DAMAGE TO EXPOSED FLESH PER 10 MINUTES.
DESCRIPTION AND ADDITIONAL NOTES: SEE TEXT.

The mycocladial "fungushark" is not a true fungus but shares enough similarities to fascinate mycologists all across the Federation. The majority of the mycoclade is composed of a fleshy mass similar to the meat of a mushroom; organic nutrients pass through a webbing of capillaries with few or no main "blood vessels." On the exterior, mycoclades have extraordinarily light- and pressure-sensitive organs. The core of the mycoclade is the gullet, surrounded by rigid, serrated "teeth" similar to hardwood bark. Anything entering the gullet triggers an autonomic chewing-digestive response. Mycoclades are certainly less intelligent than Terran sharks, and probably less so than Terran wasps (they have roughly equivalent relative "brain" sizes, to the best scientific estimates). In the organic soup of the Cestine oceans, this is enough to make them the most-feared predators around—not to mention an object of supreme curiosity to xenobiologists for the foreseeable future.

NAME: FUNGUSHARK
TYPE: FILTER
SIZE: UP TO 1.5 METERS LONG AND 15 KG WEIGHT
FORM: MYCLOCLADIAL ORGANISM WITH A BODY ROUGHLY SHAPED LIKE A SHARK AND COMPOSED OF MATTER SIMILAR TO A TERRAN MUSHROOM
ATTRIBUTES: COORDINATION 1, FITNESS 1, INSTINCT 1, PRESENCE 1
BASE MOVEMENT: NONE; THE FUNGUSHARK SIMPLY DRIFTS WITH THE CURRENT.
RESISTANCE: 1
SPECIAL ABILITIES/UNUSUAL SKILLS: NONE
WEAPONS: NONE; THE FUNGUSHARK'S "TEETH" ARE NOT HARD ENOUGH, AND THE PROCESSES POWERING ITS "CHEWING" ACTION ARE NOT STRONG ENOUGH, TO CAUSE ANY DAMAGE TO HUMANOIDS OR MOST MAMMALS.
DIFFICULTY: N/A
DAMAGE: N/A
DESCRIPTION AND ADDITIONAL NOTES: SEE TEXT.

EPISODE IDEAS

The Gorn: Rumors of a Cardassian-Gorn alliance have reached Starfleet Intelligence. The Crew must check out the Cestus system for signs of strategic threats on the border. Any Gorn attack will be planned over a long period, but launched suddenly and overwhelmingly. Alternatively, the Crew may be assigned to carry out wargames in the Cestus system to dissuade the Gorn from any such revanchism, and face Cardassian (or Gorn) saboteurs. In either case, a potential meeting with, and thus possible greater understanding of, the Gorn military is a distinct—and dangerous—possibility.

In Gorn Space: For decades, the Gorn have remained inside their own, self-defined territory, interacting with the Federation infrequently (that is to say, not at all). The only contact the Federation has had is with the Gorn who live on Cestus III, and Federation xenologists remain unsure how representative of the Gorn these settlers may be. Suddenly, the Gorn government requests a meeting with Federation representatives at the Institute for Human-Gorn Relations. Gorn experts on Cestus III hope their neighbors finally want to negotiate a trade agreement or arrange for an exchange of ambassadors, but this seems unlikely. Why have the Gorn abruptly dropped their aloofness? What danger has prompted them to seek the assistance of the Federation? Starfleet sends the Crew to find out (and perhaps even to solve the problem).

Crystal Rush: Prospectors deep in the Henson desert find a vein of dilithium crystals and a crystal rush is on! Offworlders flood the Cestus system, including Ferengi claimjumpers, Orion smugglers, and even suspiciously disciplined Cardassian "mining parties." A similar strike in the Cestine Belt could open up even more tangled situations if the Breen, for example, simply settle Cestus I and defy the Federation to evict them.

DENOCET V

Denocet V provides a textbook example of the dangers of violating the Prime Directive. Interference by stranded Federation citizens warped the native civilization, inexorably altering the culture's development. Visitors who discover the contamination must face a curious dilemma: Is it a violation of the Prime Directive to undo the damage caused by a previous violation?

SOLAR SYSTEM

The Denocet system has thirteen planets orbiting a Type F2 V (bright yellow-white dwarf) star. The inner four worlds are airless rocks (Class D), and the outer six are a variety of Class D, F, and J planets. Denocet V is a Class M world with no moons. Extremely careful scans of the third planet may reveal a century-old impact crater with some unusual features. The crater appears to be the result of a crash by a starship.

DENOCET V

PLANET NAME: DENOCET V

CLASS: M

SYSTEM DATA: DENOCET V HAS NO MOONS.

GRAVITY: 1.05 G

YEAR AND DAY: 443.5/30

ATMOSPHERE: OXYGEN-NITROGEN WITH HIGH SULFUR CONTENT; SLIGHTLY GREATER THAN EARTH-NORMAL PRESSURE

HYDROSPHERE: 80% OF DENOCET V IS COVERED WITH WATER.

CLIMATE: DENOCET V POSSESSES THE TYPICAL RANGE OF CLIMATES FOUND ON CLASS M PLANETS, FROM TROPICAL REGIONS NEAR THE EQUATOR TO ARCTIC POLES.

SAPIENT SPECIES: DENOCETI (155 MILLION)

TECH LEVEL: LEVEL THREE IN ULIMAR; LEVEL FOUR IN LASTIA

GOVERNMENT: BALKANIZED; VARIOUS TRIBES AND KINGDOMS CONTROL SPECIFIC REGIONS OF THE PLANET.

CULTURE: A FEUDAL-LEVEL CULTURE

AFFILIATION: INDEPENDENT/NEUTRAL

RESOURCES: COPIOUS NATURAL RESOURCES, RANGING FROM WOODS TO MINERALS TO FURS, TO AGRICULTURAL PRODUCTS. NO PARTICULAR RESOURCES OF NOTE FOR MOST SPACEFARING CULTURES, HOWEVER.

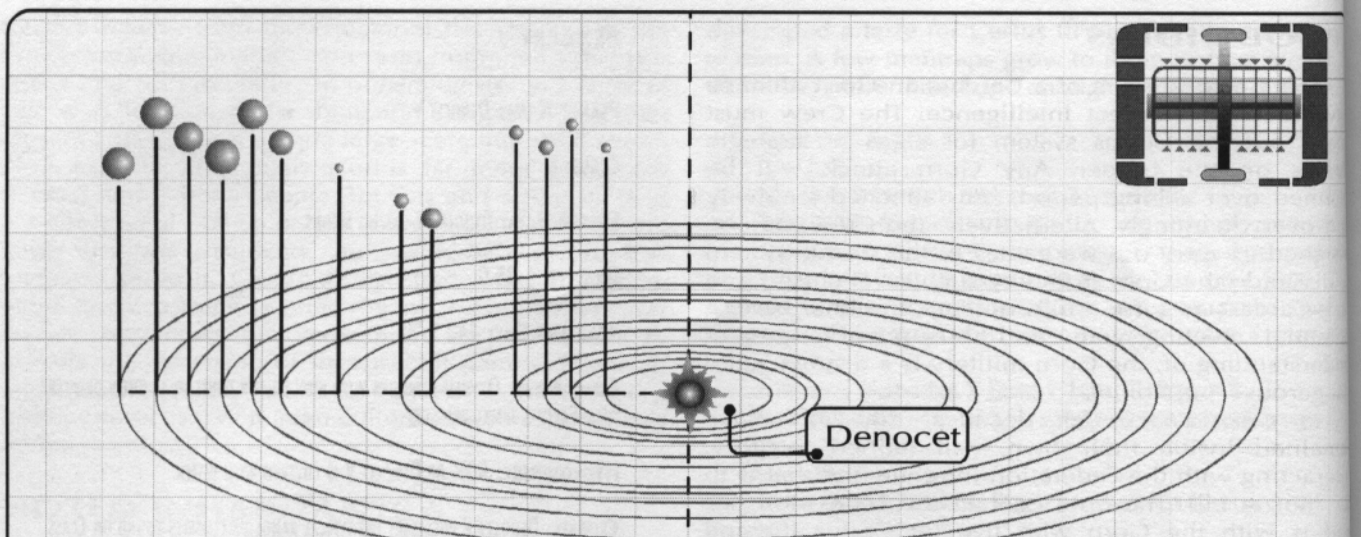
PLACES OF NOTE: NABITUM, THE CAPITAL OF THE TEZIAN EMPIRE; NERIL, THE CAPITAL OF THE EXPANSIONIST PUSARIS KINGDOM; CITADEL OF PURITY, AN ENCLAVE OF SAGES WITH SEEMINGLY MYSTICAL POWERS

SHIP FACILITIES: NONE

ENVIRONMENT

Denocet V has a diameter of fourteen thousand kilometers—slightly larger than Earth, with a surface gravity five percent greater than Earth-standard. It has a breathable oxygen-nitrogen atmosphere, registering almost exactly the same mix of trace elements and rare gasses as those found throughout Earth's atmosphere. Oceans cover eighty percent of the planet's surface.

The largest landmass is the northern polar continent, which is covered by vast, unbroken tundra, rugged mountains, and glaciers. Only the coasts of the northern continent show signs of habitation. The bulk of the planet's inhabitants live in the temperate region, on two thickly forested continents each about the size of Australia. The eastern continent, Ulimar, is home to the Tezian Empire. The western one, Lastia, is dominated by the Kingdom of Pusaris. A fourth landmass at the south pole is completely covered by ice.



LOCATIONS

The largest city on the planet is Nabitum, the capital of the ancient and decaying Tezian Empire, with a population of nearly a half a million inhabitants. Nabitum's architecture reflects the Tezian Empire's greatness, with impressive monuments and great palaces built by the empire's successive rulers.

Neril, capital of the kingdom of Pusaris, is next in size and continues to grow. A century ago, Neril was the sleepy capital of a barbaric principality. Today it is a bustling industrial center, dominated by the vast fortress of the King of Pusaris. Three hundred thousand people are jammed into Neril, and more arrive every month. The academies and taverns of Neril host a remarkable intellectual flowering.

On the northern continent stands the legendary Citadel of Purity. Most people of the southern lands know the Citadel only as a folk tale, but to the northerners it is a very real place, an enclave of mystic sages with incredible powers. A complex of caves and tunnels carved into the side of a mountain comprises the Citadel. Surrounded by glaciers, a small valley at the base of the mountain remains temperate thanks to thermal springs. No more than one hundred Sages of Purity live in the citadel, growing food in the valley and trading coastal fishermen.

HISTORY

Recorded history on Denocet extends back about nine thousand years, to a time of tribal warfare. Over the generations, these tribes banded into small principalities and warred over territory. While the continent of Ulimar remained a patchwork of tiny city-states, Lastia divided into two large kingdoms—Tezian and Pusaris. For centuries, Denocet's history consisted of rebellions, civil wars, and shifting alliances. All this would change with an unexpected event.

In 2220, while passing near the Denocet system, the Federation merchant starship *Manila Clipper* suffered a catastrophic failure of the main control systems. Unable to repair the problem, the crew abandoned ship in the life pods, and the *Manila Clipper* slammed into the third planet. The pods landed on the northern continent of Denocet V with a total of twenty-four survivors. With no subspace transmitter powerful enough to contact the Federation, the crew of the *Manila Clipper* was stuck on Denocet.

With potentially decades before another ship reached the system, the survivors divided into three factions. Eight of the crew—including Captain Claudia Tsu and the *Manila Clipper's* medical officer—insisted on following the recently devised Prime Directive and advocated avoiding all contact with the Denoceti. Six of the crew had a more ambitious plan. Led by the ship's pilot, Tomas Vasquez, they proposed to use their advanced weapons and scientific knowledge to carve out an empire of their own. One night Vasquez and his allies stole some supplies, including the entire arsenal of phasers, and set sail on a handmade raft for Ulimar. Another group, led by Chief Engineer Mutsu, advocated covertly guiding the Denoceti toward a more advanced civilization, perhaps even to the point of sophisticated subspace communications or interplanetary travel. Mutsu and nine others took supplies and tools and left for Lastia. The remainder withdrew into the rugged mountains of the northern continent to await rescue.

Vasquez and his followers contacted the tiny kingdom of Tezian. Using their phasers, they helped Tezian conquer its neighbors and control all of Ulimar. Over the years, the king of Tezian granted Vasquez more and more political power. When the nobility objected to Vasquez's demands, he and his followers took matters into their own hands, seizing the kingdom for themselves. Tomas Vasquez proclaimed himself Overlord Vask the First, ruler of the Tezian Empire, and placed his crewmates in positions of authority. For six generations, their descendants have ruled the Tezian Empire, taking Denoceti mates and integrating themselves firmly in the local society. During Vask's reign, his armies conquered a third of the continent, but in later years Tezian's relentless expansion slowed (as their phasers became drained).

Chief Engineer Mutsu and nine others voyaged to the kingdom of Pusaris, and blended in with the Denoceti. Calling themselves the Brotherhood, a group of intellectuals and thinkers, Mutsu and his band slowly introduced new technology to the Pusari populace. They became thoroughly assimilated into native society, taking Denoceti spouses and adopting native customs. Their descendants continue the goal of improving civilization, having infiltrated schools and trade guilds. It is the Brotherhood that secretly drives Pusaris' intellectual flowering, educating Denocet's inhabitants in 23rd-century science. These descendants know of their other-worldly origins, and hope for the arrival of a starship some day. Native Denoceti know them only as a brotherhood of intellectuals devoted to the pursuit of science.

Captain Tsu and her small group established their own settlement far from the Denoceti. They constructed what would become known as the Citadel of Purity, and patiently waited to be rescued. Successive generations were forced to trade with local natives to survive, offering them medical treatment in exchange. Over the years, stories of mystic healers in the remote mountains began to filter out of the northern continent. This enclave became known as the Sages of Purity. They managed to maintain their isolation, refusing to take Denoceti spouses and keeping their medical knowledge to themselves.

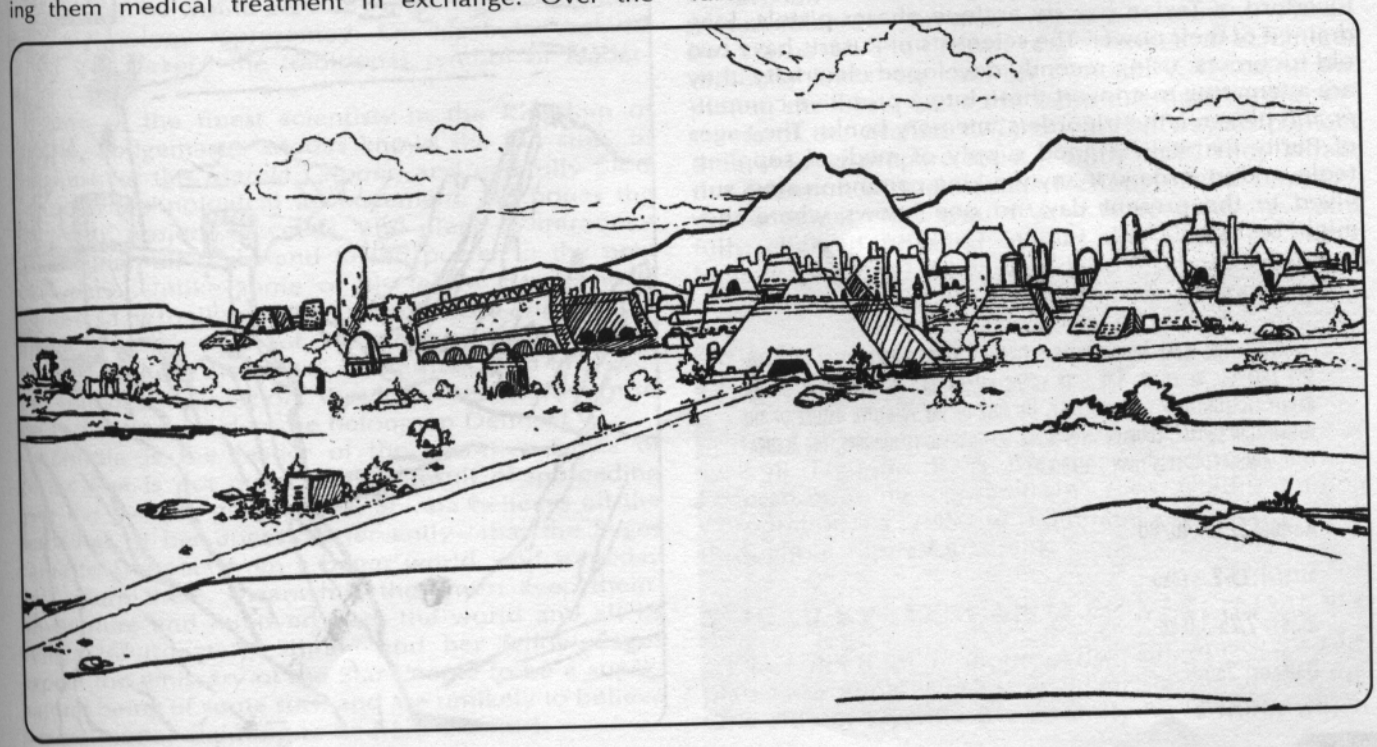
POPULATION

The inhabitants of Denocet V are mammalian humanoids whose most notable feature is that they are almost completely devoid of hair. Denoceti physical attributes are in the human-Klingon range, and their average intelligence is quite high. Human-Denoceti matings can produce offspring, although there is a high risk of miscarriage. Crew members using Universal Translators may not notice it, but the Denoceti language holds a big clue to the secret of the planet's history. Many Denoceti words for new inventions or scientific concepts are corruptions of human words. Guns and cannons are called "gans" and "kanans." The invisible creatures which cause disease are called "jerims," and the fundamental units of matter are "atams."

GOVERNMENT

Denocet V has no unified planetary government. The two most important political entities are the Tezian Empire, which controls the Ulimar continent, and the Kingdom of Pusaris, which dominates Lastia. The Republic of Alpatal is a small state on the Lastian coast, wedged between the two great powers, preserving its independence by playing its neighbors off against one another.

The Tezian Empire possesses roughly Renaissance-level technology—cannon, crude firearms, sailing ships, and steel weapons and armor. The Kingdom of Pusaris fares better technologically, with the Brotherhood



recently introducing electricity to the Denoceti. All Denoceti on Lastia possess an extremely sophisticated knowledge of the sciences. Their astronomy is superb, even though telescopes are still a rarity. They know about the germ theory of disease and the importance of sanitation. They even know about subatomic particles and the periodic table of elements.

Besides Denoceti technology, the three factions each have some old Starfleet devices that still work. The Overlord of Tezian has six antique phaser pistols, long drained of their power. The scientists of Pusaris have two old tricorders; using recently developed electricity, they are attempting to convert these into a primitive computer and preserve the tricorders' memory banks. The Sages of Purity maintain a good supply of medical supplies, tools, and tricorders. If any working communicators survived to the present day, no one knows where they might be found.

MUSKET

THIS PRIMITIVE BLACK-POWDER WEAPON FIRES BALLS OF LEAD BY USE OF AN EXPLOSIVE CHEMICAL REACTION. THE USER LOADS GUNPOWDER IN THE FRONT OF THE BARREL, FOLLOWED BY THE PROJECTILE. BECAUSE OF THE PRIMITIVE NATURE OF THE COMBUSTION SOURCE, COUPLED WITH IMPERFECT FORGING TECHNIQUES, THE ACCURACY OF A MUSKET IS LESS THAN RELIABLE.

RANGE: 5/15/40/80

SIZE: 1.25-2 M LONG

MASS: 2.25-3.0 KG

DAMAGE: 2D6

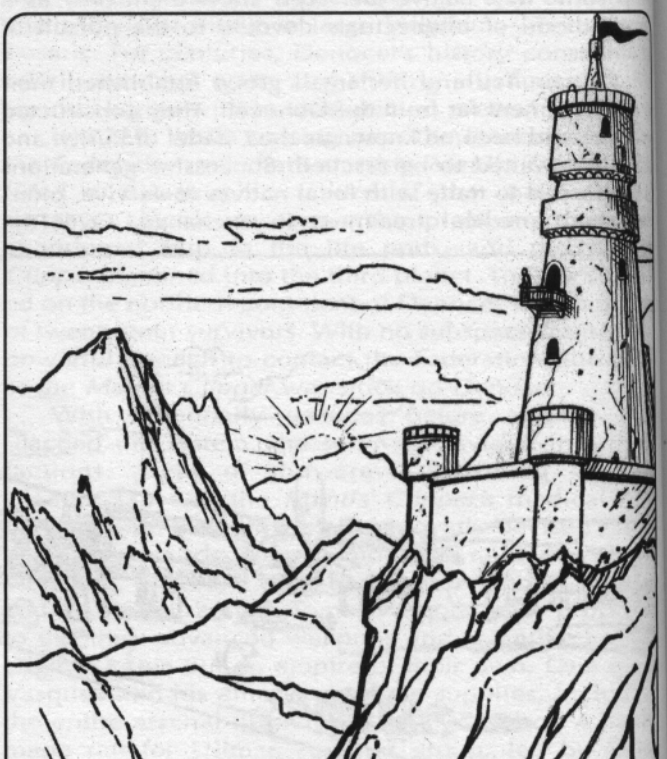
PRESENT CONFLICTS

The major conflict on Denocet V, between th Tezian Empire and the Kingdom of Pusaris, remains a a stalemate. Neither side possesses a strategic advan tage; both possess similar technology and maintai armies of roughly the same size.

The discovery by *Manila Clipper* descendants o the presence of Starfleet officers in their midst woul introduce a new conflict to Denocet V. How woul they react to the news that they indeed came fro other planets? The Tezian descendants have forgotte their roots, while the Sages of Purity expect some othe worldly being to reveal itself, and the Brotherhoo focuses on the goal of advancing Denoceti technolog Alternatively, the *Manila Clipper's* descendants migh demand to leave the planet, to reclaim their birthright thus further altering Denocet's development.

NOTED INHABITANTS

His Supremacy Vask IV is the absolute ruler of the Tezian Empire. He is a ruthless and aggressive rule who longs to be the one who finally conquers Pusaris and fulfill his family's glorious destiny. He (like the other descendants of Vasquez's group) does not know his true history; they remain ignorant of their ties to the Federation, or of the origins of the ancient weapons that propelled the first Vask to power. After



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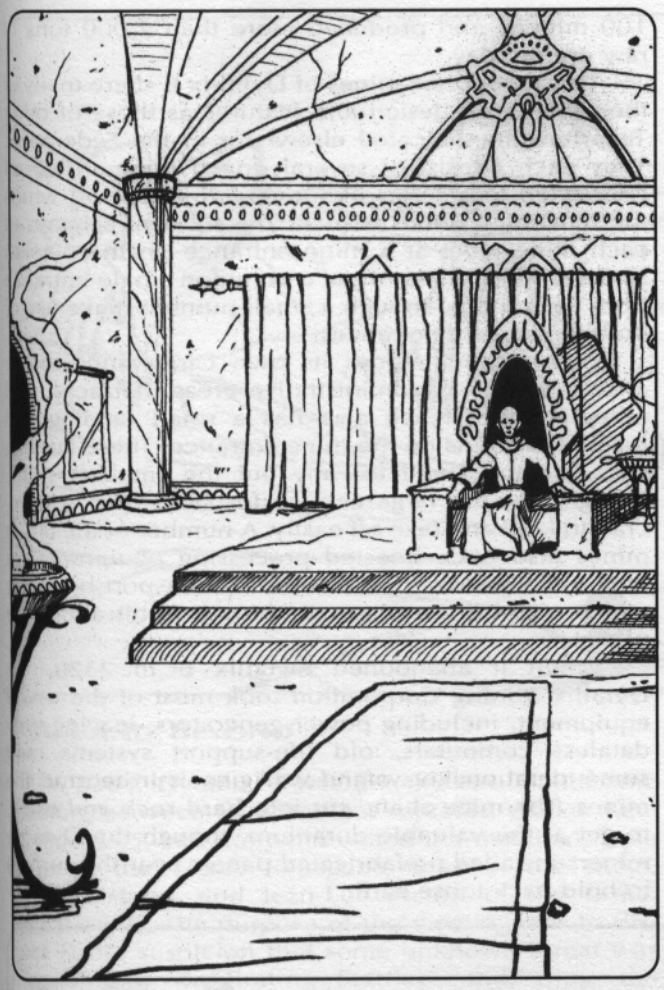


six generations, he is fully Denoceti. The arrival of Starfleet officers would likely frighten and confuse him, though he would certainly understand the power their technology represented. On his belt, Vask IV wears the "fazer," the traditional symbol of leadership.

One of the finest scientists in the Kingdom of Pusaris, Lodgemaster Modas knows the full story of the crash of the *Manila Clipper*, and carefully plots Denoceti technological advancement. He hopes the electricity project succeeds, and plans to introduce heavier-than-air flight and fusion power in the next few years. Unlike some of his fellow Brotherhood members, he believes the Denoceti can still rapidly advance to the level of 21st-century Earth. Modas does not expect the arrival of Starfleet, and his reaction remains in question. Would he seek to return to the Federation, or does he belong on Denocet V?

Shirala is the leader of the secretive Sages of Purity. She is not quite sane, a result of inbreeding over the past six generations. Shirala believes all the teachings of her ancestors fervently—that the Sages came to Denocet from a better world, and someday will return there. Meanwhile they must keep themselves pure and removed from the world and all its evils. Unfortunately, Shirala and her fellow Sages expect the emissary of the Star People to be a supernatural being of some sort, and are unlikely to believe a mere mortal claiming to be from the stars.

EPISODE IDEAS

Homecoming: The situation on Denocet presents a real test of the Prime Directive. That the crew of the *Manila Clipper* violated the Prime Directive, and interfered with the planet's natural development, is clear. Without phasers, the Tezian Empire might never have become as powerful as it has. Without the scientific know-how from the 23rd century, Pusaris might not have acquired electricity. Millions depend on the advanced healing knowledge of the Sages. The question becomes, "Is it all right to interfere with a planet's development in order to correct previous interference?" The Crew must wrestle with this question for themselves.

The Crew learns of the inhabitants of Denocet V through a routine survey of the system. The ship's computer lists this system as the last known position of the *Manila Clipper*, a Federation freighter lost in space decades ago. Perhaps searching for survivors, or by picking up the *Clipper's* escape pods on Denocet's surface, when the Crew beams down they slowly uncover the terrible truth. How do they limit the damage done by the crew of the *Manila Clipper*? Should they? Naturally, the descendants of the stranded crew learn about their 24th-century visitors and react in their own way.

The precise story details depend largely on where the Crew lands. In Ulimar, Overlord Vask IV doesn't believe the wild stories of travelers from space; he only wants more phasers. In Lastia, the Brotherhood is torn between returning to the Federation and continuing their work among the Denoceti. At the Citadel of Purity, the Sages have a hard time believing the "Star People" they have awaited for generations are mere mortals.

S.O.S.: While the Crew passes through the system in a shuttlecraft—on their way to a meeting at a nearby starbase—their craft experiences mechanical difficulty and must land on Denocet V. Once on the planet, the Crew faces the same dilemma as the survivors of the *Manila Clipper*—find a way to contact their ship or prepare for a lengthy wait. They attract the attention of the various factions of the *Clipper's* descendants. How would Vask IV react to new and fully charged phasers? Would the Sages of Purity believe the Crew? What would the Brotherhood want?

DYTALLIX B

The fifth and only hospitable planet of the Mira star system, Dytallix B is the site of an abandoned Federation mine operated by the Dytallix Mining Corporation, a Tellarite company with operations throughout Alpha Quadrant.

SOLAR SYSTEM AND ENVIRONMENT

Dytallix B (or, more properly, Mira V) is one of six planets orbiting Mira, a red giant star (Type M3 III). One side of Dytallix B constantly faces Mira, which

bathes that side of the world in intense heat and light, raising the temperature in that region up to 180° C. Across the planet's equator lies a land of constant darkness and freezing cold, where the temperatures drop below -150° C.

Between these two extremes lies a temperate zone capable of sustaining human life, though not comfortably. This temperate zone represents roughly 10% of the planet's surface, and is devoid of any plant or animal life of any kind. The warm and humid atmosphere in this region results in brief and sporadic rainfall. As a result of the planet's red sun and the unusual composition of its atmosphere, the sky over the temperate zone of Dytallix B glows deep red in color, spotted with puffy gray and white clouds, similar to cumulonimbus clouds found on Earth.

The planet boasts no indigenous life of its own; only the perseverance (and perhaps greed) of the Dytallix Mining Corporation led to life of any kind ever settling on this planet.

HISTORY

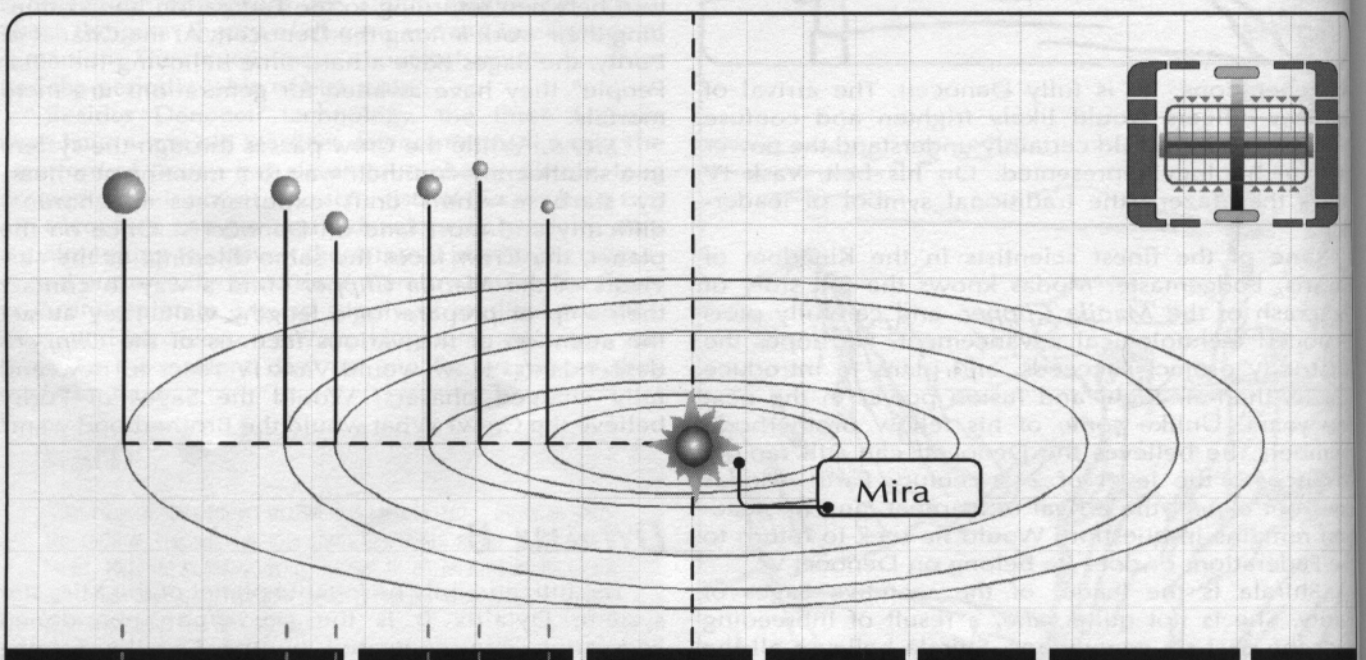
Though long since exhausted and abandoned since 2320, the mines of Dytallix B once served as a profitable and plentiful source of one of the ores which composes duranium. Duranium is an alloy long used in the construction of Federation starships.

At the height of its mining output, Dytallix B boasted over 300 mines which circled the planet along the temperate zone between the day and night sides of the planet. Each mine employed more than 100 miners, and produced more than 2,000 tons raw ore per day.

The abandoned mines of Dytallix B share many the same basic design and features as those of oth Tellarite mines located elsewhere in the Federatio They each consist of several dozen mine shafts, connected to a series of six central shafts, off whic the remaining mines branch. The six central shafts each mine meet at a mine entrance on the plane surface. Most mines share a common single entranc from the surface, though a small number make use multiple surface entrances.

Each mine includes its own cargo and storag areas, as well as administrative areas, barracks, an other facilities. Each also has a small landing pa located just outside the mine entrance. These landin pads are too small for any but the smallest ship though they are large enough for Federation shuttle craft to land and take off easily. A number of the large mines also once boasted processing equipment, a well as cargo transporters used to transport both ra and processed ore to cargo ships in orbit about th planet.

When it abandoned Dytallix B in 2320, th Dytallix Mining Corporation took most of the usefu equipment, including power generators, leaving onl dataless computers, old life-support systems, an some metal walkways and wall panels in most of th mines. The mine shafts cut into hard rock and earth to get at the valuable duranium, though the Dytalli miners installed prefabricated panels near the surface to hold back loose earth.



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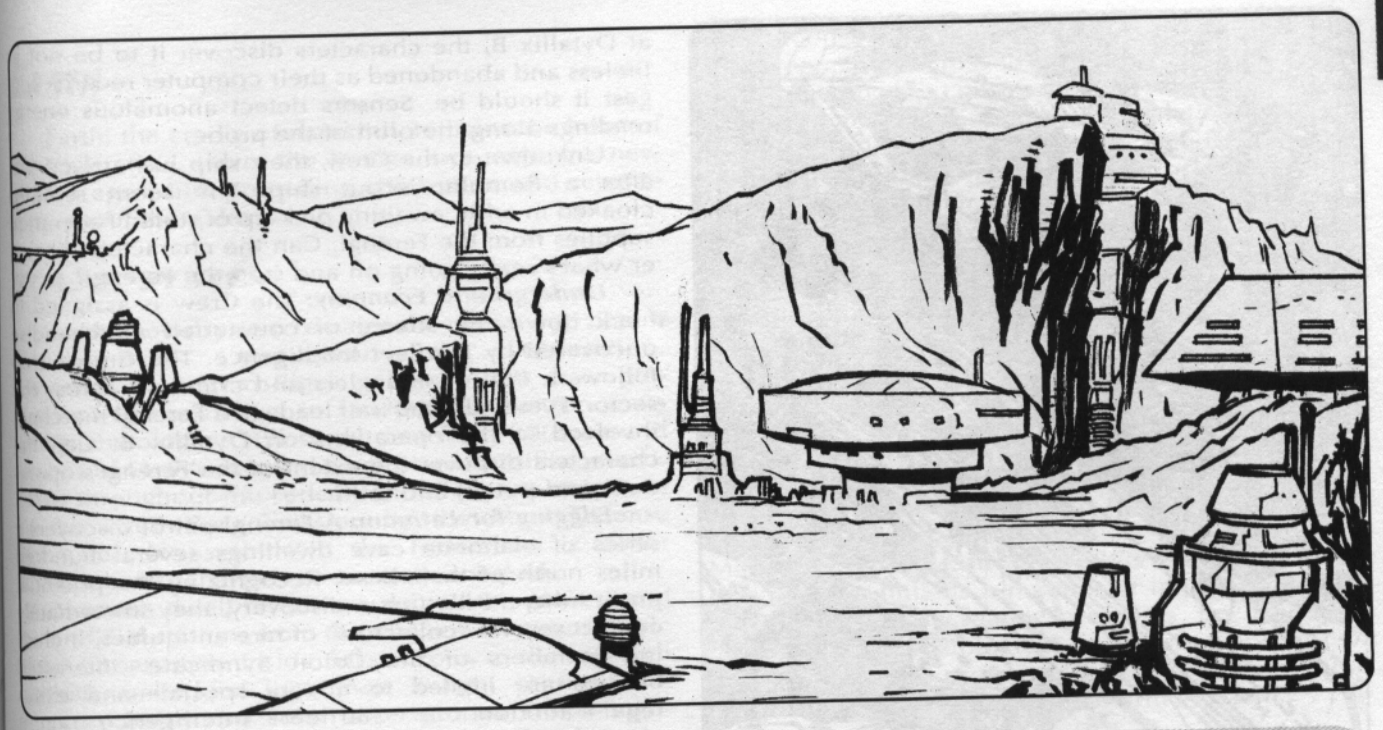


2364 AND BEYOND

In 2364, Dytallix B was the site of a clandestine meeting between four Starfleet captains: Walker Keel of the *U.S.S. Horatio* (who called the meeting), Tryla Scott of the *U.S.S. Renegade*, Rixx of the *U.S.S. Thomas Paine*, and Jean-Luc Picard of the *U.S.S. Enterprise-D*. The purpose of the meeting was to discuss Keel's suspicion that some unknown threat was menacing or infiltrating Starfleet and, thus, the Federation itself. Unfortunately for Keel, he and his ship were destroyed soon thereafter, because Captain Scott had already been subverted by the alien intelligence behind the plot he had detected. However, Captain Picard and the *Enterprise* were able to uncover and destroy the conspiracy.

After the conspiracy was ended, Starfleet conducted a thorough investigation of the incident, including an investigation of Dytallix B, on the off chance that one or more of the alien creatures which had infiltrated Starfleet had been secreted away on the planet by Captain Scott. Nothing was found, but Starfleet ordered that a probe programmed to detect any non-Starfleet ships entering the system be placed in orbit around the planet.

The ship assigned to this mission, the *U.S.S. Khyber*, investigated Dytallix B and gathered the debris of the *U.S.S. Horatio*, which was destroyed shortly after the clandestine meeting at which Picard met with Keel and the others. As the *Khyber* began the procedure of gathering the debris of the *Horatio*, it encountered a Ferengi cargo ship. Though the Ferengi claimed they were simply passing through the region, the crew of the *Khyber* discovered that they were in fact assessing the debris for any potential profitable salvage. Upon the *Khyber's* departure, the Ferengi, hoping to find something of profit on the surface, secretly reprogrammed the probe to ignore their ship's transponder signal. They found little of value,

DYTALLIX B

PLANET NAME: DYTALLIX B (MIRA V)

CLASS: M

SYSTEM DATA: DYTALLIX B HAS NO MOONS.

GRAVITY: 1.3 G. THE METALS WITHIN THE PLANETARY CORE OF DYTALLIX B GIVE IT A GRAVITY SLIGHTLY HIGHER THAN THAT OF EARTH.

YEAR AND DAY: 370/INFINITE (DYTALLIX B IS A "TIDE LOCKED" PLANET)

ATMOSPHERE: OXYGEN-NITROGEN, WITH HIGH TRACE AMOUNTS OF METHANE AND AMMONIA IN UPPER ATMOSPHERE. THE ATMOSPHERE OF DYTALLIX B IS SLIGHTLY DENSER THAN THAT OF EARTH. SLIGHTLY HIGHER THAN EARTH-NORMAL PRESSURE.

HYDROSPHERE: NO SURFACE WATER. TRACE AMOUNTS OF RAINFALL OCCUR IN THE PLANET'S TEMPERATE ZONE, BUT ANY WATER WHICH ACCUMULATES USUALLY EVAPORATES WITHIN A FEW HOURS.

CLIMATE: HOT AND HUMID, WITH TRACE AMOUNTS OF RAINFALL (TEMPERATE ZONE ONLY)

SAPIENT SPECIES: NONE

TECH LEVEL: NONE

GOVERNMENT: NONE

CULTURE: NONE

AFFILIATION: NONE (WITHIN FEDERATION TERRITORY)

RESOURCES: NONE REMAINING

PLACES OF NOTES: NONE

SHIP FACILITIES: NONE

but realized the remote nature of the Mira system might make an ideal place for trade and temporary storage of illicit goods.

Though it remains largely abandoned and ignored by the Federation and by Starfleet, Dytallix B serves the Ferengi's purpose quite well. Since first establishing their base there, the Ferengi have restored power to the facility, and now make use of the abandoned computer equipment.

The Ferengi also use the mines and storage facilities of Dytallix B for numerous smuggling and counterfeiting operations, and as the site of transactions between themselves and a number of nefarious customers, including the Orion Syndicate, certain criminal elements in the Klingon Empire, and the Romulan Star Empire. In a sense, the world has become a kind of underground, backwater bazaar for the less savory elements of the sector.

POPULATION

Dytallix B is a dead, abandoned world.

EPISODE IDEAS

Black Market: The Crew's ship intercepts a repeated alert signal from an apparent malfunction of the orbiting probe around Dytallix B. As their ship arrives at Dytallix B, the characters discover it to be not a lifeless and abandoned as their computer records suggest it should be. Sensors detect anomalous energy readings along the orbit of the probe.

Unknown to the Crew, their ship has arrived just after a Romulan scout ship. The scout remains cloaked in orbit, awaiting pick-up of stolen Federation supplies from the Ferengi. Can the characters discover what's really going on and stop the Ferengi?

Underground Economy: The Crew is assigned to track down the source of counterfeit merchandise uncovered by Starfleet Intelligence. The Crew's ship follows a trail of smugglers and criminals across the sector. Eventually the trail leads to a Ferengi merchant involved in the operations on Dytallix B. Can the characters discover the extent of the Ferengi's operations and put an end to it?

Digging for Latinum: A Ferengi patrol discovers a series of elaborate cave dwellings several hundred miles north of their base. Recognizing the potential profit inherent in such a discovery, they immediately contact several "collectors" of rare antiquities, including members of the Orion Syndicate. Interested bidders are invited to a very special—and extra-legal—auction. A Starfleet Intelligence agent observing the Orions gets wind of the set-up, and Starfleet Command dispatches the Crew to investigate. Why the sudden interest in Dytallix B? The Crew is ordered to report on any unusual activity in the area.

EARTH

Earth, the cradle of mankind, remains the heart of the Federation. Here, the human race enjoys a new golden age while propelling civilization and science throughout the galaxy.

SOLAR SYSTEM

Earth's solar system remains the model and dream for humans throughout the Federation. Schoolchildren from Rigel to Deneb still draw pictures of Saturn's rings in kindergarten; astronomers and planetologists still study data from 300-year-old probes of Earth's sun and giant planets; military tacticians throughout the Federation refight the resistance of the 2367 Borg invasion by the Mars Defense Perimeter. No system in the Federation is better known, better charted, or more stereotyped.

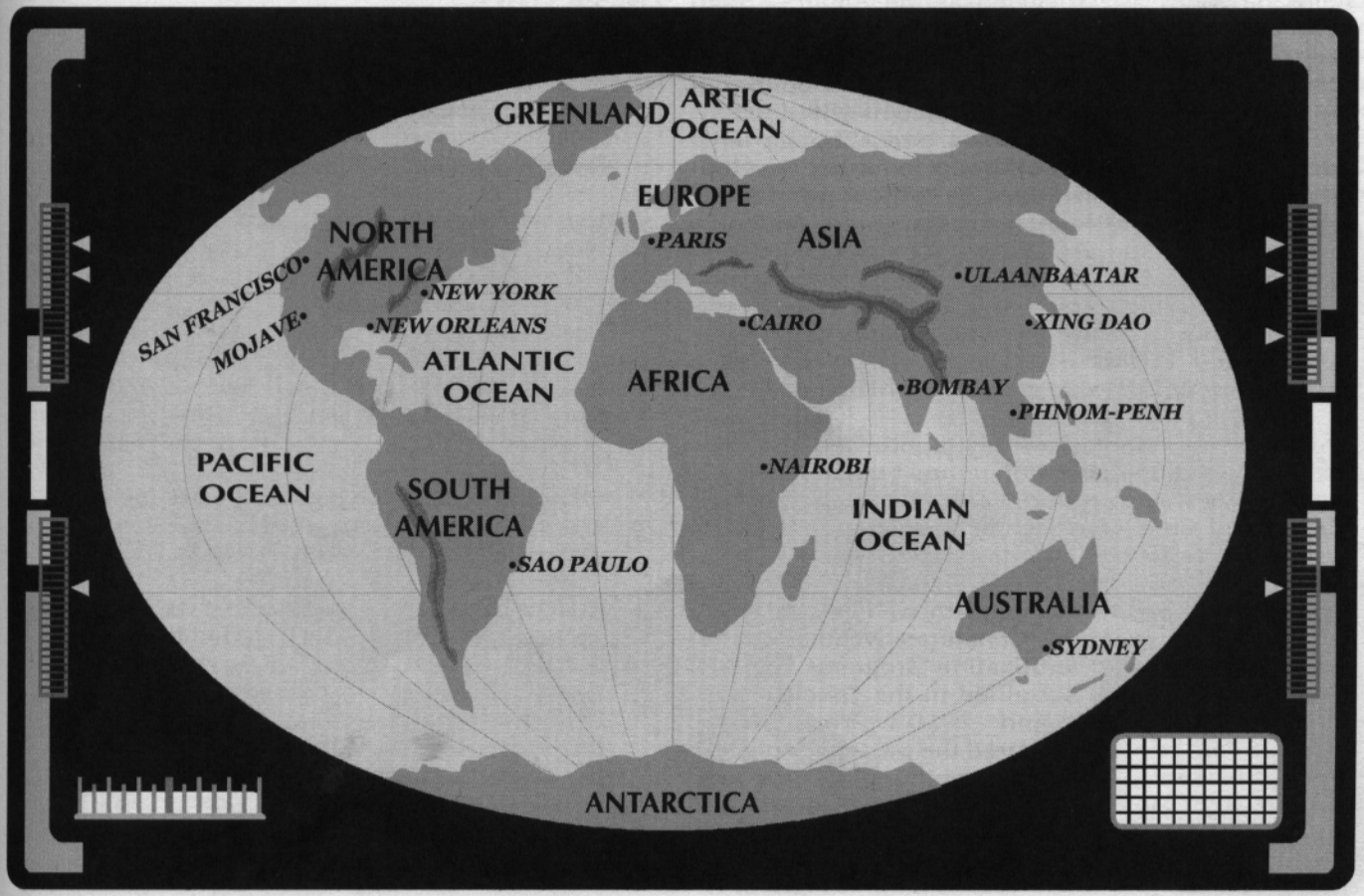
Humans dwell on (or around) all ten planets and on artificial stations from the Khepera Chromospheric Solar Observatory inside Sol's corona to the research stations embedded in comets a light year distant. Mercury holds two solar observatories and a high-temperature metallurgical laboratory. Venus is an ongoing project in terraforming; Federation experts project that within a century it will be as clement as Mars, itself now a prosperous colony world with a population of over 280 million after 250 years of settlement. Starfleet's Utopia Planitia shipyard is the largest construction facility in orbit around Mars; it has a reputation across the Federation for innovation and quality in ship construction.

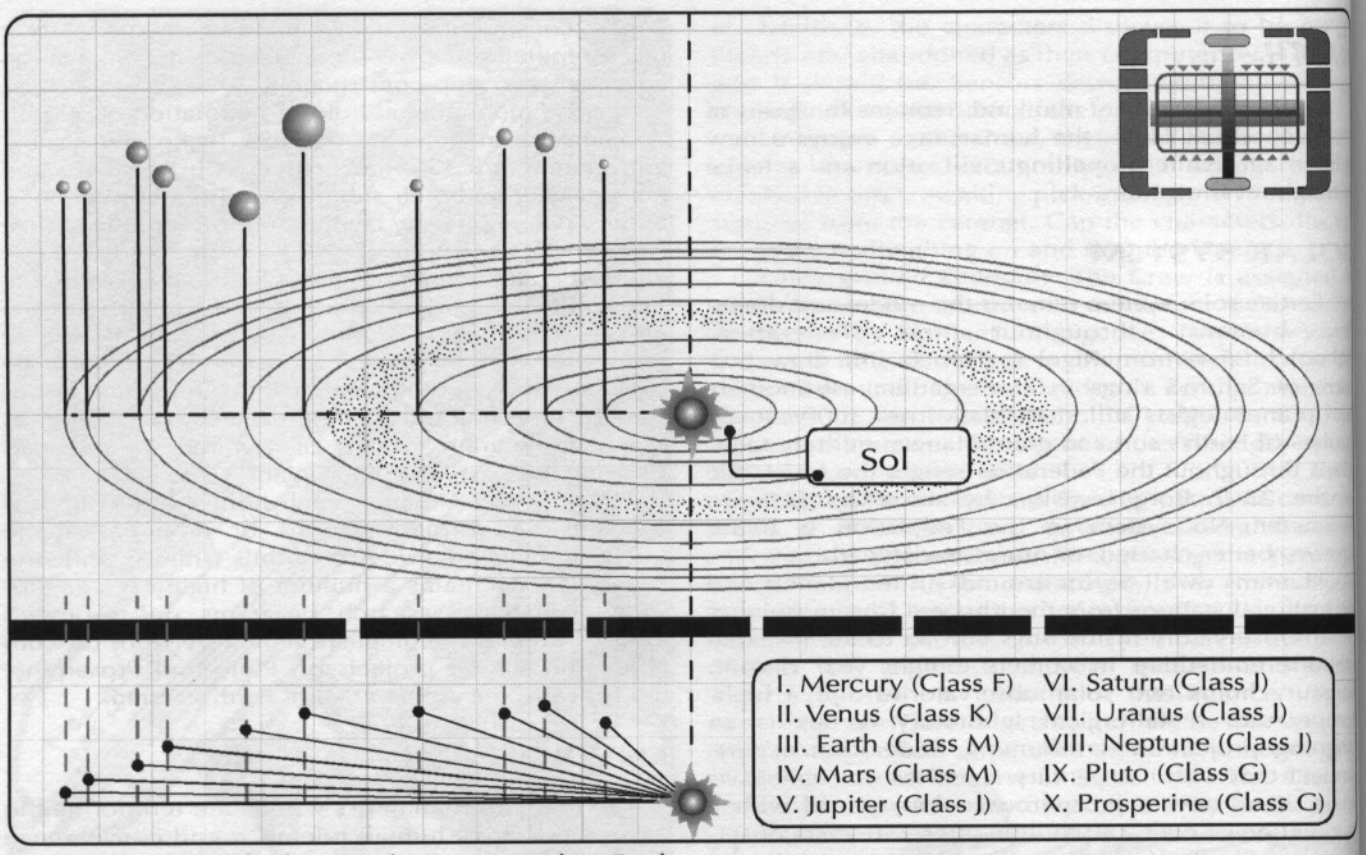
Earth's moon, Luna, holds a population of 50 million, mostly in domed cities like Tycho, Armstrong, and Lunagrad. Similar cities (Christopher and Huygenstadt and their suburbs) on Titan hold about 2 million people, mostly civilian support for the Starfleet Academy Flight Range, astronomers, and organic chemists associated with Starfleet's Methane Biochemistries Project. The moons of Jupiter, on the other hand, are almost entirely staffed by researchers—either personnel at Jupiter Station, the crews of the xenobiological airships in Jupiter's atmosphere, the xenologists manning the Europa Ecological Mapping Program, or any of hundreds of scientists studying the best-known gas giant in the galaxy.

Uranus and Neptune each hold the attention of specialists in orbital stations or moonbases—the Michelson Gravimetric Array orbits Uranus, while the Federation maintains a number of highly secret subspace projector research programs on Neptune's moon Triton. Planetological geologists work on core holes and similar projects on Pluto and Proserpine, the icy rockballs at the edge of Earth's system.

ENVIRONMENT

So many of humanity's worlds are terraformed to narrow ranges of human tolerance and convenience that people often forget what kinds of ecologies and





environments a truly diverse planet can evolve. Earth holds biozones as variegated as the Antarctic high desert, the "island ecologies" of Melanesia, and the lush forests of the North American southeast. From the insides of the Pacific volcanoes to the bottom of the Atlantic abyssal plains, Earth teems with life.

Much of that life is human, and although large portions of Earth remain off-limits to further development as conservation zones or "wilderness parks," millions of years of human evolution and millennia of human technological progress (and warfare) still leave marks. From the vanished grasslands of the Sahara and Fertile Crescent, to the hydraulic deserts of Central Asia, to the poisoned ridges of Siberia's 20th-century chemical dumps and the scars and craters from World War III, Earth is a planet cowed by man.

Of course, Centauran techniques and the concerted efforts of a newly concerned human race have gone a long way to restore Earth's virginal glory, and human and Centauran technical progress have been essential in this effort. Admiral Kirk's legendary time-travel expedition of 2268 which led the way to reseeding the Earth's oceans with whales is only the most dramatic example. Centauran weather-control probes and oceanic fertilization programs repaired much of the damage sustained in the "nuclear winter" of the 2050's and 2060's. The genetic reconstructions which restored the passenger pigeon, great auk, Bengal tiger, and white rhinoceros (and thousands of other species) to Earth's forests and savannahs also demonstrate that without technology Earth's environment would be inestimably poorer today.

SOL SYSTEM

System Name: Sol

Affiliation: Core system of the Federation

System Type: Single Type G2 V (bright yellow dwarf) star

Inhabited Planets: All ten planets have some permanent settlements, although only Earth (Sol III) (Class M), Mars (Sol IV) (Class H before terraforming, now Class M), Luna (Sol IIIa) (Class F), and Titan (Sol VIc) (Class G) have significant populations. Terraforming efforts continue on Venus (Sol II) (Class K).

Other Planets: Mercury (Sol I) (Class F); Jupiter, Saturn, Uranus, and Neptune (Sol V-VIII) (all Class J); Pluto and Proserpine (Sol IX and X) (both Class G)

Other Stellar Objects: Sol system has a relatively rich and thick cometary Oort cloud which extends almost a light year out from the sun. A medium-sized asteroid belt lies between Sol IV and Sol V.

Artificial Objects: Earth Station McKinley and four other shipyards and spacedocks orbit Earth. The Utopia Planitia Fleet Yards orbit and are on Mars. Other significant sites in the system include the vastly upgraded robotic Mars Defense Perimeter (past Martian orbit), and Jupiter Outpost 92 and the Jupiter Station around Sol V. There are also thousands of probes, monitoring stations, observatories, and the like from intra-Mercurian space to the cometary Oort cloud half a light year out from Sol. Sol system may have one of the highest concentrations of artificial objects known to the Federation, some dating back to the 20th century.

SIS: The heart of the Federation; the home of humanity

LOCATIONS

Every human in the Federation has some place on Earth with special meaning to him, whether it's an old family ranch in the Kenyan highlands, the legendary corner of Hollywood and Vine in Los Angeles (perfectly reconstructed after the War from 20th-century videotape stock), or the summer camp in Papua where he learned to sail an outrigger for the first time. Literally trillions of man-years of history—personal, familial, national, global, and universal—occurred (and still occur) on Earth; almost every square meter of the planet's surface holds significance for one of the galaxy's billions of human inhabitants.

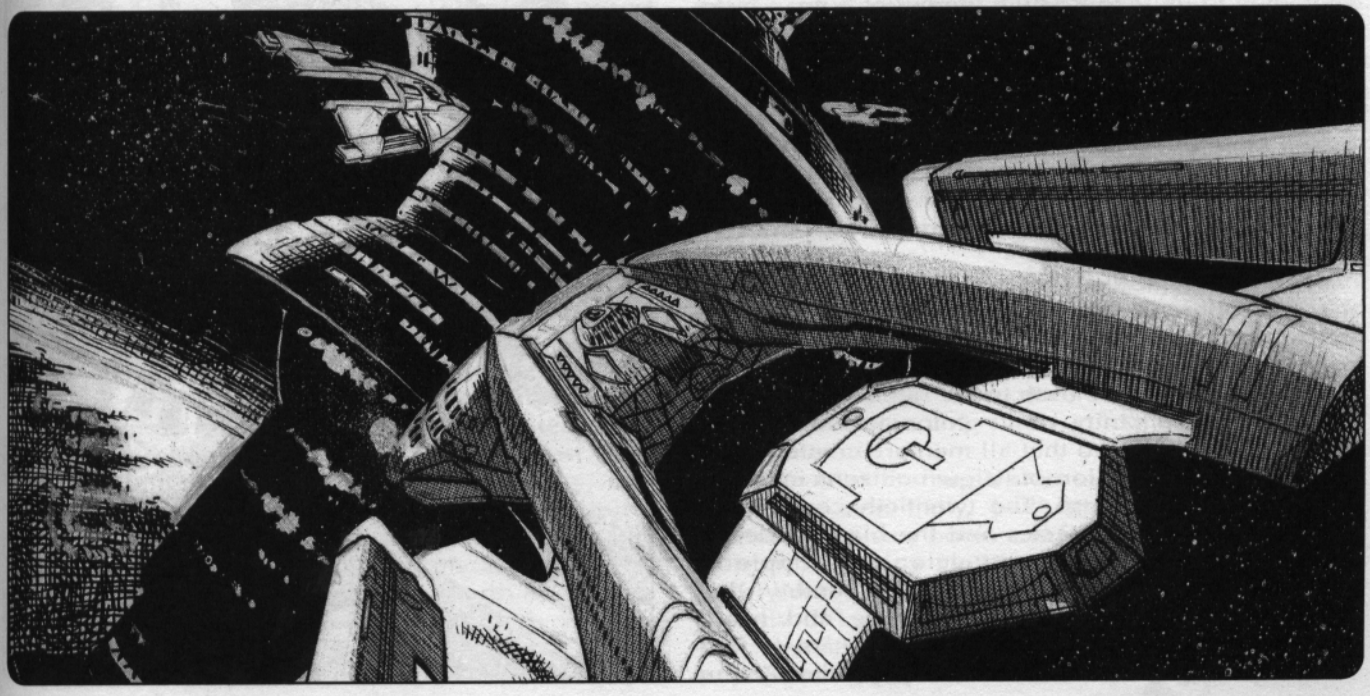
With that said, however, some places draw more attention than others. Some tourists come to gaze at great engineering feats such as the Pyramids of Egypt, the Great Wall of China, the Brooklyn Bridge, or the Soong/Xingdao Mile-high Tower—all built without modern equipment of any kind. Some follow the great ideals Earth nurtured, ideals which helped create the Federation as we know it. These travelers visit sites such as Mt. Olivet, Runnymede, Independence Hall in Philadelphia, the Popper Museum in Old Vienna, or the Martian Free-dome in Burroughs City. Starfleet officers tend to visit Baikonur Reconstructed Cosmodrome, Tranquility Park on the Moon, or the Cochrane Monument in Montana.

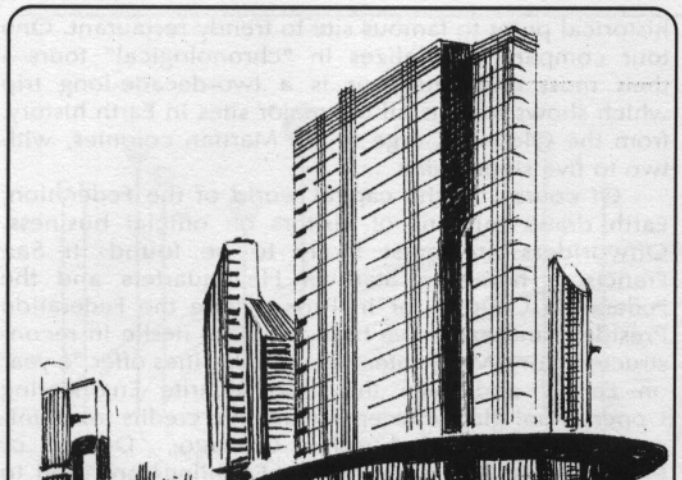
Native Earthlings mostly live in their home cities or regions, traveling to visit relatives on holidays or for vacation—dealing with so many off-planet tourists makes Earthlings notably blasé about their own planet's sights. There are more than a few people living in St. Louis, for example, who have never bothered to take the twenty-minute trip to see the new Statue of Liberty in New York harbor (the fourth most popular single tourist destination on Earth currently). As with any planet of humans (especially one of ten billion humans), there are exceptions: Some humans do nothing but travel from historical point to famous site to trendy restaurant. One tour company specializes in "chronological" tours—their most elaborate tour is a two-decade-long trip which shows tourists all the major sites in Earth history, from the Olduvai Gorge to the Martian colonies, with two to five stops a day.

Of course, as the capital world of the Federation, Earth draws millions of visitors on official business. Offworlders are most likely to be found in San Francisco, home to Starfleet Headquarters and the Federation Council, or in Paris, where the Federation President and executive branch offices nestle in reconstructed glory. Many interstellar universities offer "a year on Earth," and even the elite Tellarite Engineering Upperschool gladly accepts academic credits from universities like Edinburgh, Chicago, Duke, or Phnom-Penh. But cosmopolitan Earthlings are used to anything from Breen expatriate poets settling in Greenland to Ferengi entrepreneurs selling other offworlders fraudulent, but exclusive, rights to the Hoover Dam. Centauran holoprogrammers lost in wonder beneath the Sistine Chapel ceiling, Andorian duelists making pilgrimages to Weehawken, Betazoid women "of a certain age" enjoying the good life in Texas, and Vulcan logicians debating at Cambridge raise no eyebrows.

HISTORY

Humanity evolved on Earth over millions of years, wandering nearly the entire surface of the planet in that time (by 30,000 B.C., nothing larger than New Zealand and Madagascar was left for humans to discover on their own planet). For most of that period (assuming they survived to adulthood) humans worked perhaps five or ten hours a week to feed and clothe themselves. It took nearly 14,000 years of invention and progress after the birth of agriculture to get back to that degree of comfort, prosperity, and leisure, and two world wars and two





alien contacts to make it stick and spread it to all the Earth's inhabitants.

From the beginning of human life on the planet, human ideals were forged and defended in conflict. The seeds of the Federation spring from the wars of the fifth century B.C., when the beginnings of free societies in Athens battled the birth of the multinational federation in Persia. The Roman Republic attempted to unite these twin themes of human history, but fell to domestic despotism and barbarian invasion. For the next millennium, the human destiny lay in pieces. The Catholic Church defended the sanctity of human life and equality of all men and nations before God, but denied free thought and inquiry. The city-states of the southern Mediterranean let free thought and crude democracy flower, but exploited other nations in cruel Crusades and the rebirth of slavery.

Over the next five centuries, humanity continued this schizophrenic growth: As art, science, and freedom expanded, slavery, tyranny, and warfare expanded alongside them—sometimes in the same country. England gave birth to the rights of man while denying the humanity of its colonial subjects; the United States declared that all men are created equal and killed half a million of its own citizens in a four-year war to make it so. The twentieth century saw both the freest democracies and the blackest despotisms in human history struggle in a ripple of cataclysms which spread into the 21st century; they eventually decimated the human race and nearly destroyed the planet. But the human dream of freedom, equality, and brotherhood did not die. Zefram Cochrane's inspirational flight from an America in shambles relit the torch of liberty and progress in humanity's heart. Cochrane found new hopes in new allies from other planets. The Vulcans recognized much of their own tragic past in humanity, just as Centaurans saw a brother race with their own indomitable spirit to succeed. Vulcan wisdom and Centauran compassion helped Earth to confirm what it had already learned: that peace, freedom, and progress are the common birthright of every human, and that this brotherhood unites us more than any race, creed, or flag can divide us.

POPULATION

Earth is the home of humanity, and more specifically the home of ten billion humans. Describing them all in a sentence would be a stereotype, and even the stereotype depends on whose description you use. Humans see themselves as brave, confident adventurers leading the Federation into the future. Vulcans and some Betazoids see humans as emotional, excitable children with great promise and great potential for mischief. Tellarites see humans as a great herd, pigheadedly placid or maniacally intense by turns. Centaurans see Earth as a planet of misfits and lovable oddballs; they joke that the ancient Sky Spirits used Earth as Alpha Centauri's jail and asylum for millennia. Andorians see humans as worthy brothers and useful allies in the attempt to keep the Federation from dissolving into well-meaning chaos; they are quick to agree that "all an Earther needs is a pair of antennae to be as blue as anyone." Bolians like every-

body, but often worry that humans are too intent on new ideas really to concentrate on anything worth doing for long. On a planet of ten billion individuals, every single one of these stereotypes is correct, and none of them is.

The average Earth human stands just under two meters tall (a little less for females), marries for life, pretends he can tell replicated food from home-grown, plays games with his friends, respects the Federation, jokes about Earth's government, works at what he loves in his main time, works just as hard on something else (art, sport or science) in his spare time, wishes he kept up with the scientific journals, believes in a god or gods, is willing to forgive the Klingons and unwilling to trust the Cardassians, wants to see the colonies some day, knows about crime from holoprograms about Orion and about poverty from history class, and thinks that another ten or twelve starships ought to solve anything Starfleet runs across.

Although the main culture on Earth is a kind of technocratic, broadminded, ambitious one vaguely similar to that of the best of 20th-century North America, there are elements of the adventurousness and optimism of Elizabethan England, the reverence for learning and culture of 11th-century China, and the mutual support and communalism of the precontact Salish Indians. Earth's culture in the 24th century is truly multicultural: Students read the Odyssey, the Sundiata, and the Ramayana in school, for example. However, the total global distribution of wealth and leisure (made possible by the replicator and by antimatter energy conversion) has changed human cultures to a degree unimaginable before the 21st century. Many traditionalists, from all continents and all strands of human thought, emigrated to found colonies where the "old ways" could remain. A United Earth encouraged this diaspora: It seeded the quadrant with humanity, preserved cultures which progress would otherwise destroy, and removed those people unable to adjust to the novel stresses of peace, freedom, and wealth. The result on Earth is a tapestry combining only the best and most progressive of human historical elements into one truly global milieu.

GOVERNMENT

Earth's government, the United Earth Republic, was born from a union of the United States of America and the European Hegemony in 2113. The resulting structure combines European parliamentary democracy and social welfare with North American federalism and individual rights. Although the "national" governments still exist (with theoretical powers similar to the state governments of the 20th-century United States or German Federal Republic), they are almost completely unimportant to the average Earthling—they exist mainly to elect representatives to the United Earth Senate (an advisory body with limited veto powers). Most actual governing takes place at the local level (roughly the "county" level in North America or England)-these bodies decide where roads will go, local architectural or zoning questions, and similar matters.

EARTH

PLANET NAME: EARTH (TERRA, SOL III)

CLASS: M

SYSTEM DATA: EARTH HAS ONE LARGE MOON, LUNA.

GRAVITY: 1.0 G

YEAR AND DAY: 365.25/24

ATMOSPHERE: OXYGEN-NITROGEN, WITH TRACE ARGON, CARBON DIOXIDE AND WATER VAPOR; EARTH-NORMAL PRESSURE

HYDROSPHERE: 78% OF EARTH'S SURFACE IS COVERED WITH WATER, INCLUDING THREE LARGE OCEANS.

CLIMATE: RELATIVELY MOIST AND WARM (ALTHOUGH EACH OF THE SEVEN CONTINENTS HAS A SIGNIFICANT DESERT AREA); NONTRIVIAL SEASONAL VARIATION IN MOST LATITUDES

SAPIENT SPECIES: HUMAN (ABOUT 10 BILLION); OTHER SPECIES, MOSTLY TRAVELERS OR FEDERATION PERSONNEL (ABOUT 20 MILLION)

TECH LEVEL: LEVEL SIX (EARTH HAS THE HIGHEST TECHNOLOGY OF ANY MAJOR SYSTEM IN THE FEDERATION)

GOVERNMENT: REPRESENTATIVE DEMOCRACY

CULTURE: OPTIMISTIC CULTURE STRONGLY FOCUSED ON LEARNING, EXPLORATION, AND SCIENCE. WITH THIS OPTIMISM COMES A NEW REVERENCE FOR NOBLE TRADITIONS AND HIGH ARTS OF THE EARTH'S MANY PAST CULTURES.

AFFILIATION: CORE WORLD OF THE FEDERATION

RESOURCES: EARTH'S MAIN RESOURCES ARE HER BILLIONS OF TALENTED, HARD-WORKING, SCIENTIFICALLY EDUCATED PEOPLE. HUMAN ENGINEERS AND SCIENTISTS ARE IN DEMAND THROUGHOUT THE FEDERATION. EARTH'S PLANTS AND ANIMALS ARE ALSO PRIZED FOR USE IN TERRAFORMING AND PLANTING HUMAN COLONIES ELSEWHERE IN THE GALAXY.

PLACES OF NOTE: AS HUMANITY'S HOME PLANET, EARTH HOLDS LITERALLY MILLIONS OF HISTORICAL AND CULTURAL LANDMARKS OF GREAT INTEREST TO BILLIONS OF BEINGS, FROM THE PYRAMIDS OF EGYPT TO THE COCHRANE MONUMENT IN MONTANA. THE FEDERATION COUNCIL AND STARFLEET HEADQUARTERS COMPLEX IN SAN FRANCISCO, AND THE FEDERATION PRESIDENCY IN PARIS, DRAW MORE PRESENT-MINDED TRAVELERS AS WELL.

SHIP FACILITIES: STARFLEET'S MAIN SPACEDOCK ORBITS EARTH, AND THERE ARE FOUR OTHER CIVILIAN SPACEDOCK FACILITIES BETWEEN EARTH AND LUNA

Without poverty or crime, there is very little else for the governments to do on Earth, and the average Earthling can go his entire life without ever seeing a government employee. A common joke on Earth is that the world government "controls everything and does nothing, or maybe vice versa." Citizens of Earth vote for delegates to the Earth Parliament, which includes representatives from direct colonies of Earth such as Mars, Titan, and Luna. Parliament primarily exists to coordinate Earth policy with Federation policy (and vice versa).

The government theoretically coordinates the various global networks of transporters, replicators, and antimatter power plants spread across the globe, but when a good-sized community college can construct such things itself, any government role primarily devolves to promoting safety guidelines on the computer network.

Antimatter and replicators mean that any Earth citizen can, essentially, have anything he wants for ordinary life—any book, any food (or a replicated version thereof), any clothing (or lack thereof), and so forth. With a replicator, housing (or anything else) is literally dirt cheap—local governments simply try to keep dwellings reasonably consistent in style and size to prevent ugly sprawl or overcrowding.

STRATEGIC IMPORTANCE

There is no more strategically important system in the Federation. While the human race would survive the destruction of Earth, the Federation very well might not. Earth serves the Federation as a symbolic world: a world representing the worst of each species' past and the best of each race's future combined into one.

Although not all the members of the Federation would say so in as many words, Earth is truly the Federation's heart, pumping millions of ambitious, intelligent, dedicated people into the galaxy every year via Starfleet, colonial vessels, trading ships, and scientific expeditions. Without the example of Earth always before them, the Federation might very well lose sight of its dream of universal peace, prosperity, and freedom.

To this end, the Earth is defended like few other systems. Starfleet Headquarters, of course, operates out of San Francisco, as does Starfleet Academy. Earth Station McKinley and the Utopia Planitia Fleet Yards often host starships in for refit or upgrades. Allied worlds keep the best and brightest of their own ships in Earth space as tokens of their respect and friendship for the Federation.

In addition to the ships and crew of Starfleet and of the allied worlds, a network of drones and monitor probes, the Mars Defense Perimeter, defends Earth and Mars from spaceborne attack. Begun in 2286, during the final stages of the Federation's contest with the Klingons, it was badly breached during the Borg incursion of 2367. Since then, repairs and upgrades have had first priority for Starfleet's defense planners. Literally thousands of simulations and wargames drawn from every Federation-Borg encounter of the last decade have gone into redesigning and rebuilding the Perimeter and keeping it secure. Whether this effort will be any more effective than the previous one remains unknown.

PRESENT CONFLICT

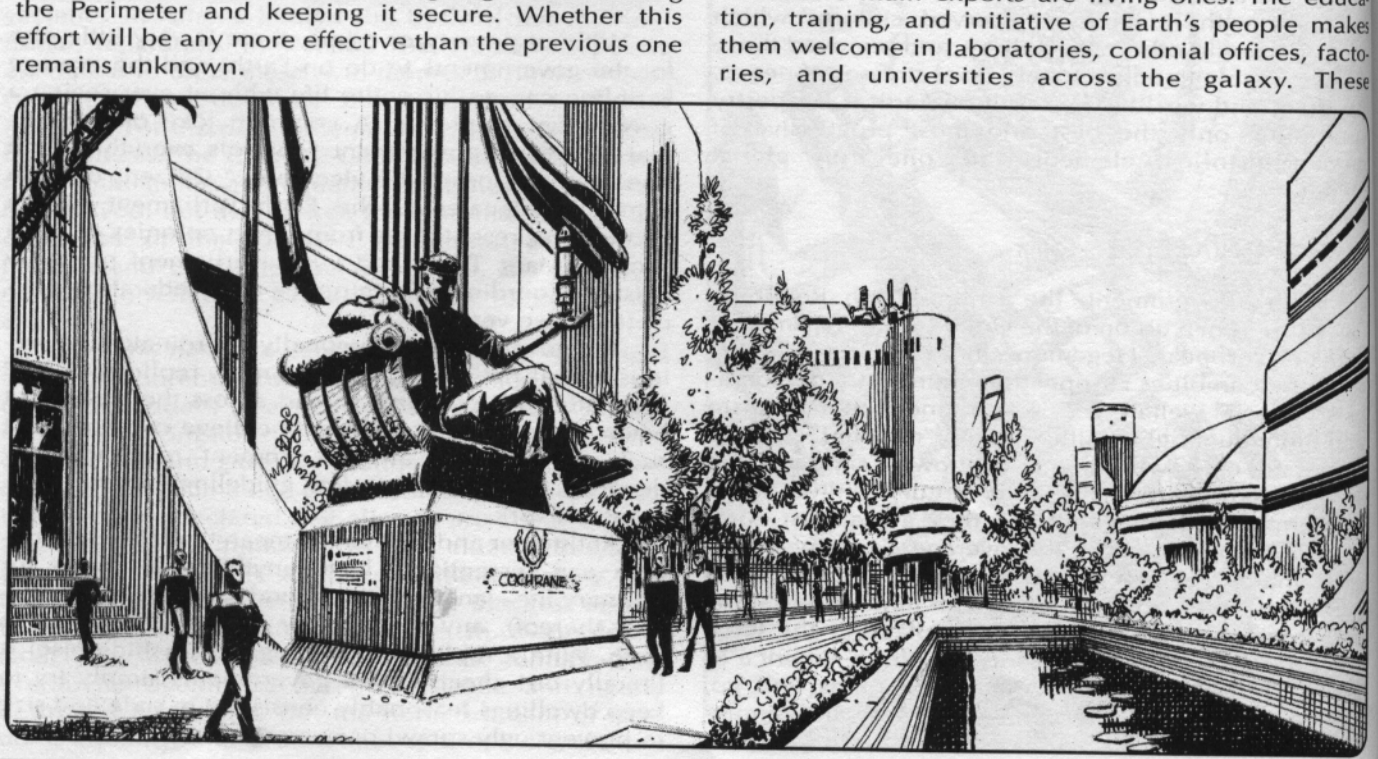
Earth itself is relatively conflict-free, although
the center of the Federation it boils with intrigue a
politics. Certainly any planet of ten billion, even o
as advanced and comfortable as Earth, will have
malcontents and its extremists, but most of the
either direct their attention entirely to the Federatio
or emigrate to the colonies, or both. The inertia of t
billion people tired of war and agreed on peace
very difficult to overcome, and since the average ci
zen knows full well that nobody anywhere in th
galaxy lives any better, it's even more difficult to ag
tate for changes to the status quo.

This leaves the Federation itself as the arena f
political discussion and dispute. There are not polit
cal parties as such, or even permanently allie
factions, within the Federation. Earth's governme
speaks the loudest, but it rarely speaks with a com
mon voice—some elements of the Parliament wish t
see colonization ended while others demand Starflee
do nothing else but terraform new worlds for human
ity. Earth's voice is further diluted by the votes of th
other human systems in the Federation such as Rige
although most human worlds look to Earth for guid
ance, they by no means follow Earth's leadership
exclusively.

Thus, the Federation's political hothouse remains
relatively open and balanced: Politics can never ge
too acrimonious because the Vulcan who oppose
you on war with the Cardassians today may provide
vital support on increased budgets for warp-drive
research tomorrow.

EXPORTS AND IMPORTS

Earth's main exports are living ones. The educa-
tion, training, and initiative of Earth's people makes
them welcome in laboratories, colonial offices, facto-
ries, and universities across the galaxy. These



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colonists and expatriates then import animals and plants from Earth's vibrant ecologies to populate newly terraformed worlds under distant suns. Earth's vast production of knowledge and cultural goods from scientific papers to holodramas also earns it great credit in the postmonetary Federation economy.

Earth's system has very little dilithium, which it imports in great quantity from other worlds. Even this trade (and the trade in other rare minerals not found in the solar system) is dwarfed, however, by the incoming floods of tourists and of luxury items. Foodstuffs like Romulan ale or Vulcan *plomeek* find ready appetites in Earth's gourmet restaurants; Spican flame gems delight the more cosmopolitan of Earth's newly engaged couples; even handicrafts and artifacts from Andoria or Vulcan gain honored places on the mantelpieces of Earth's tradition-minded and culturally aware populace.

NOTED INHABITANTS

Federation President Jaresh-Inyo is probably the most famous inhabitant of Earth currently, although virtually every walk of life has a practitioner of interstellar renown here on humanity's homeworld. From actors (Delia Thomax's version of Blanche Dubois has become synonymous across the Federation with thespian perfection) to zoologists (the Candless-Chang team which mapped the genetic code of the triceratops has standing invitations to lecture at the Science Academies on Vulcan, Alpha Centauri, and Tellar), humans from Earth achieve fame and glory in every field.

CREATURES

Earth's fabulous genetic heritage draws interstellar tourists to see lions in the Serengeti, wolves in Yellowstone, bears in Okhichievsk, whales off Auckland, and more. Both ecotourists and xenobiologists find much to marvel at, and Earth's Office of Species Restoration continues to work wonders in recovering Earth's natural splendors. Many previously extinct species have been returned to their natural habitats (thanks to the wonders of DNA Rejuvenation).

EPISODE IDEAS

The Starfleet Academy Series: An entire series could center on Starfleet Academy, following cadets through their years in classes on Earth, flight training near Saturn, and on to the cadet cruise. (See ***The Price of Freedom: The UFP*** sourcebook, for more information on basing a series in this exciting setting).

Manhunt: The Crew is looking for someone: a spy, a fugitive, or an unwitting plague carrier. How do you find one being on a world of ten billion people, and how do you corner him on a planet with a hundred million transporter booths?

Politics: Any episode of high Federation politics will benefit from scenes on the capital world of the human race. Paris or San Francisco makes an excellent background setting for episodes of intrigue, romance, or anything in between.

GALOR IV

Primarily a research colony, Galor IV holds both pragmatic colonists and visionary experimenters.

SOLAR SYSTEM & ENVIRONMENT

Galor, an F5 IV yellow-white subgiant star, has fourteen planets of the usual range from rocky Class F worlds on the inner orbits through variously sized Class J and Class G worlds out toward the cometary halo. Starfleet maintains advanced listening posts and detection grids centered on Galor XIII, a Class K ammonia world near the edge of the system.

Galor IV's environment is generally temperate, with seasonal and geographic variations, but is hotter and drier than Earth. It has a large tropical belt at its equator.

GALOR IV

PLANET NAME: GALOR IV

CLASS: M

SYSTEM DATA: GALOR IV HAS ONE LARGE MOON, KEPLER.

GRAVITY: 0.98 G

YEAR AND DAY: 388/27.1

ATMOSPHERE: OXYGEN-NITROGEN-CARBON-DIOXIDE, WITH TRACE XENON AND WATER VAPOR; EARTH-NORMAL PRESSURE

HYDROSPHERE: 64% SURFACE WATER CONCENTRATED IN FOUR LARGE OCEANS

CLIMATE: RELATIVELY DRY AND COOL WITH A LARGE TROPICAL BELT AND NONTRIVIAL SEASONAL VARIATION IN MOST LATITUDES

SAPIENT SPECIES: CENTAURANS (310,000), HUMANS (250,000), TELLARITES (45,000), VULCANS (24,000) OTHERS (15,000)

TECH LEVEL: LEVEL SIX; SOME EXPERIMENTAL TECHNOLOGY IN ADVANCE OF COMMON FEDERATION TECHNOLOGY

GOVERNMENT: STARFLEET-SUPERVISED ACADEMIC OLIGARCHY FOR THE DAYSTROM INSTITUTE SIDE BY SIDE WITH REPRESENTATIVE DEMOCRACY FOR THE GALORIAN COLONISTS

CULTURE: PROUDLY SCIENTIFIC AND RATIONAL; HEAVILY VULCAN-INFLUENCED

AFFILIATION: FEDERATION RESEARCH AND SCIENTIFIC COLONY WORLD

RESOURCES: NONE BESIDES SCIENTIFIC RESEARCH. GALOR IV IS SELF-SUPPORTING IN FOOD AND MINERALS.

PLACES OF NOTE: THE GALOR IV PLANETARY ANNEX TO THE DAYSTROM INSTITUTE DRAWS SCIENTISTS, EXPERIMENTERS, AND ENGINEERS FROM ALL OVER KNOWN SPACE.

SHIP FACILITIES: THE STYLES EXPERIMENTAL SPACEFRAME SHIPYARD (SESS) ORBITS GALOR IV AND ALSO SERVES AS A GENERALIZED ORBITAL LABORATORY SPACE.

HISTORY

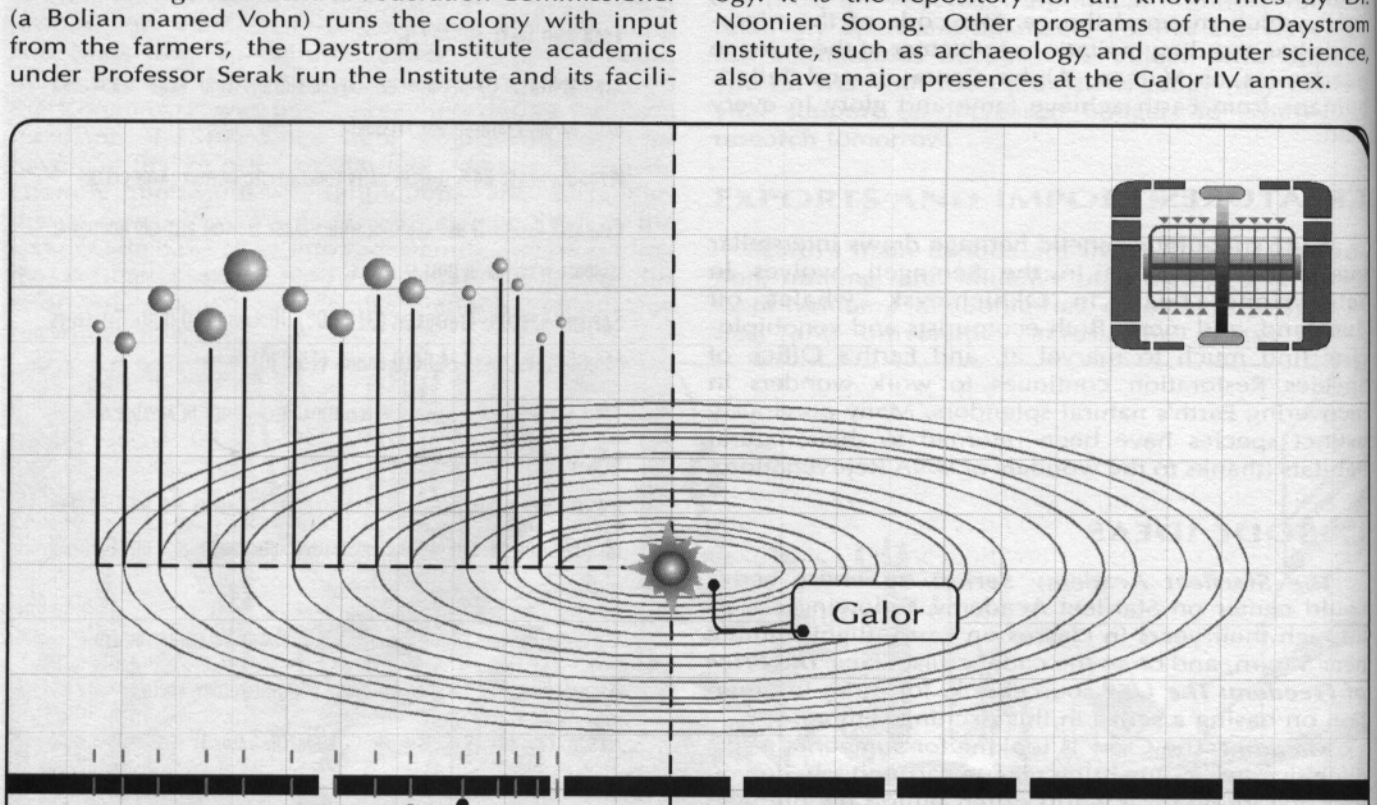
Starfleet charted the Galor system in the late 23rd century, using starcharts from a vanished civilization which later archaeologists believe to be a forerunner of the pre-Cardassian Hebitian civilization. The name "Galor" appeared on those charts, and the name stuck. Galor IV received a few colonists, but was mostly ignored until 2322, when its colonial government won the bid to become the planetary annex of the Daystrom Institute. The Institute's research needs had outstripped its resources elsewhere, and Galor IV proved to be an excellent location for an auxiliary facility. Starfleet has been increasing its presence in the Galor system ever since.

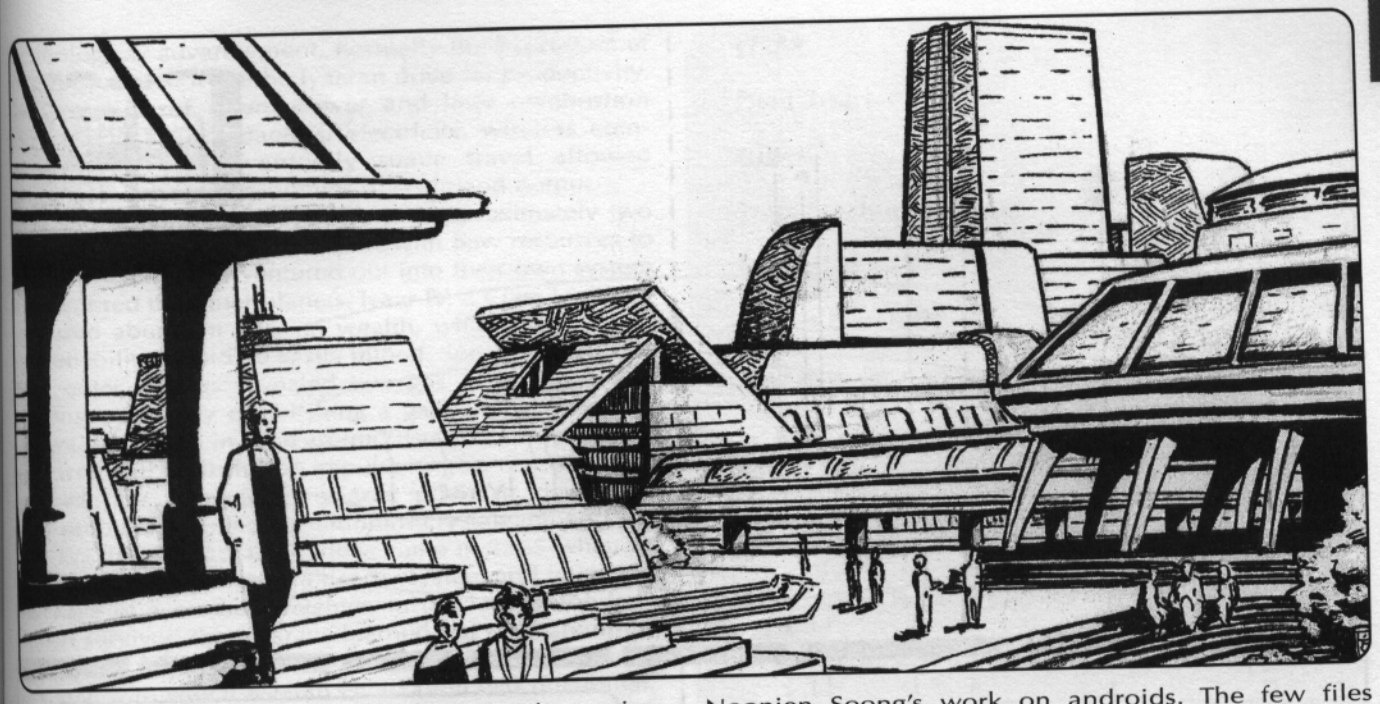
POPULATION AND GOVERNMENT

Galor IV has a population of a little less than a million, scattered in large robotized farms over the temperate central continent. The Planetary Annex sits at the center of a low tableland on that continent, and a smallish town with a very "college town" atmosphere has grown up around it. Starfleet headquarters is on the Styles Station in geosynchronous orbit over the Annex. The population is roughly divided between the colonists, the scientists, and Starfleet, each group with its own government. A Federation Commissioner (a Bolian named Vohn) runs the colony with input from the farmers, the Daystrom Institute academics under Professor Serak run the Institute and its facilities, and Starfleet Admiral Anthony Haftel commands the Styles Station and the security personnel in the Annex. This triplicate government structure can cause friction, especially when interests clash. The colonists want trade and security, the Annex wants free rein for experimentation and no interference from anyone, and Starfleet wants to keep a lid on everything that happens on Galor IV.

STRATEGIC IMPORTANCE AND PRESENT CONFLICT

In the early 2320's, when Galor IV was chosen as the planetary annex site of the Daystrom Institute, it was far from both the Klingon and Romulan Empires, deep in Alpha Quadrant. Starfleet considered the Galor sector a safe one for advanced and classified research—it was so far from Earth that it posed no threat to Sector 001, and was virtually impossible to enter covertly from Romulan space. Unfortunately, it turned out to be rather nearer to the Cardassian frontier than Starfleet really feels comfortable with, but so much work and research has gone into the Annex that moving it would be impractical. The Annex holds some of the most advanced cybernetics and robotics research facilities in the Federation and is one of the main Starfleet centers for research into Borg technology. It is the repository for all known files by Dr. Noonien Soong. Other programs of the Daystrom Institute, such as archaeology and computer science, also have major presences at the Galor IV annex.





Starfleet has clamped a heavy security regime onto the Annex, which causes a degree of friction with the civilian scientists and researchers on site. The Galorian colonists, on the other hand, approve of the increased Starfleet presence, since it brings increased trade and security to their world. Much of the Galor IV annex's research has been converted to military purposes over the last decade following the Cardassian War and the Borg incursion.

NOTED INHABITANTS

Galor IV's most noted inhabitant is Dr. Lonaria Helvren, a Centauran. She is one of the Federation's foremost experts on robotics and cybernetics. Most of her current research is devoted to studying Borg implant technology and finding ways to disable it.

CREATURES

Galor IV's tropical regions are home to several varieties of small primates. These monkeys have brilliantly colored fur which camouflages them against the bright flowers which many Galorian plants have. Because of their coloration and docile temperament, these creatures have become popular as pets throughout the Federation.

EPISODE IDEAS

The Infiltrator: The Crew traces a Cardassian infiltrator to Galor IV. The Crew members not only have to catch the Cardassian, but must deal with cautious Starfleet security men, scientists who don't believe there's any threat, and colonists who demand that the Crew investigate every suspicious occurrence on the planet.

Soong-type Androids: Galor IV, as the site of the Federation's premier research facility into robotics and cybernetics, continues to reconstruct Dr. Noonien Soong's work on androids. The few files retrieved from Dr. Soong's laboratory on Omicron Theta are stored at Galor IV, though they are fragmented and incomplete.

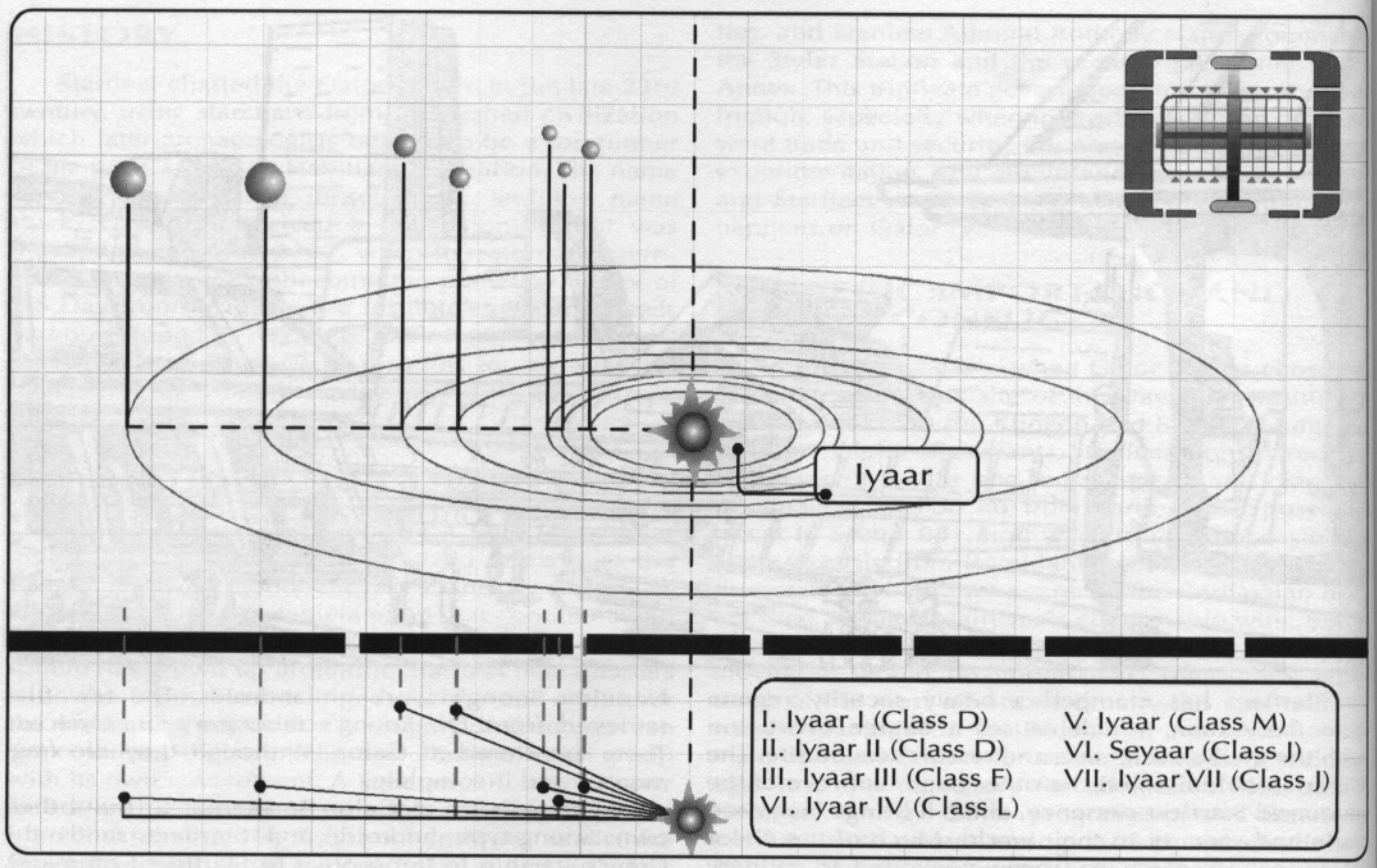
Cyberneticists at Galor IV attempt to build their own Soong-type android, and Starfleet sends the Crew's starship to transport it to Starfleet Command. Along the way, the android wrestles with adapting to humanoids or perhaps begins to malfunction. Alternatively, a (mad?) scientist might steal these plans, in an attempt to construct his own Soong-type android; the Crew learns of the theft and must retrieve these valuable files, or perhaps confront the results of the scientist's work.

IYAAR

A neutral world within Federation space, Iyaar is the home of a civilization which has only recently initiated contact with the UFP. Iyaarans are an advanced race with no emotions of their own who are making great efforts to understand emotional races.

SOLAR SYSTEM

Iyaar is the fifth planet of seven around a bright yellow-white dwarf (F3 V) star of the same name on the edge of Federation territory. The three inner worlds are all airless rocks: The first two are uninhabitable Class D planets, and Iyaar III is Class F. Iyaar IV is a marginally habitable Class L world which the Iyaarans have colonized. The two outer planets are both large Class J gas giants. Iyaar itself is a Class M planet which is slightly larger than Earth. Its gravity is five percent greater than standard, and its atmosphere is a breathable nitrogen-oxygen mix. Its year is 511 standard days long, and Iyaar's day is 20 hours long. Iyaar has two tiny moons, both of which have large domed bases.



ENVIRONMENT

Iyaar is slightly drier than Earth, with a generally warmer climate. Approximately half of Iyaar's surface is covered by ocean. There are nine continents, grouped in two clusters on opposite sides of the planet. Iyaar is very geologically active, with numerous volcanoes and frequent seismic quakes. There are few forests, but large expanses of grassland support a substantial population.

Iyaar has a population of nine billion people, spread nearly equally between numerous cities. These cities are planned with strict attention to form and function, and would make Klingon accommodations seem luxurious in comparison. Iyaaran architecture does not concern itself with aesthetics, but with utility. Practically every building is alike, identified solely by function and number (such as Chemical Research Center Four, or Dormitory 12428); workers, scientists, and administrators live in massive dormitories not far from their indistinguishable factories, research institutes, and government offices. No Iyaaran city has anything like an entertainment district. This has led some human visitors to Iyaar to compare Iyaaran cities unfavorably to those of the ancient Soviet Union on Earth. Even Vulcans find Iyaaran cities drab and oppressive.

LOCATIONS

The Iyaaran capital city is Oasuu, located in the center of the major landmass in the northern hemisphere. Oasuu has forty million inhabitants, crammed into row after row of identical towers. The Policy Council, Iyaar's ruling body, meets in a nearly indistinguishable tower known as Government One. The Federation's consulate is located in Oasuu, which the staffers there have tried desperately to brighten up.

The famous Iyaaran crystal formations cover a desert plain in the equatorial region of the eastern hemisphere. Millions of years ago a landlocked sea gradually became supersaturated with dissolved minerals, which precipitated out in amazing delicate crystals the size of trees. When a geological shift allowed the waters to drain away, the old seabed was left covered by a "forest" of startling beauty. Travelers from all over the quadrant come to see the crystal formations, but Iyaarans themselves are completely uninterested. Probably more aliens have visited the crystal formations than Iyaarans.

HISTORY

For as long as Iyaaran history records, the Iyaaran people have remained unchanged. Scholars from other worlds are often struck by how uneventful much of Iyaar's history seems. Theirs is not a story of conflict and strife, out of which arose new social and technological advancements, but one of near-linear progression. Ancient Iyaarans simply banded together into small tribal groups to maximize efficiency, and the process continued along an ever-increasing progression—tribes became cities, cities became nations, and nations unified into one planetary government—all in the name of efficiency. Because of the Iyaaran absence of aggression, Iyaar never experienced war. The few disputes arose out of mutually conflicting goals, and were solved through reasoned debate and passionless negotiation.

Technological advancement, normally the byproduct of strife, proceeded from the Iyaaran drive for productivity. The invention of steam power and later combustion engines and fusion reactors, electricity, wireless communications, and eventually space travel allowed Iyaarans to achieve economies of scale and output.

The development of space travel approximately two hundred years ago provided Iyaar with new resources to exploit. Iyaarans first ventured out into their own system and explored the inner planets. Iyaar IV, a Class L planet, possessed abundant mineral wealth, which, because of its habitability, could be easily mined. Surveys of the system's outer planets revealed two gas giants, with the Iyaarans eventually establishing a gas-mining station to process deuterium in orbit around Iyaar VI. This provided Iyaar with fuel for its fusion impulse-engine reactors. One hundred fifty years later, Iyaaran scientists developed warp propulsion, utilizing dilithium crystals mined from Iyaar IV. First contact with aliens came in 2365 when an Iyaaran explorer surveyed a nearby system and found the wreckage of a crashed freighter. In the logs of the lone human survivor, the Iyaarans learned not only about the existence of other sapient life, but also about emotions—concepts with which Iyaaran civilization was unfamiliar.

The Iyaaran government established contact with the Federation in 2367, after broadcasting a subspace signal designed to be picked up by Starfleet relays, and opened formal diplomatic relations three years later. To the Iyaarans, curious about alien life, it seemed the most efficient method of making first contact. In 2370, the Federation sent the *U.S.S. Enterprise-D* to participate in a cultural exchange program with the Iyaarans. Two Iyaarans visited the *Enterprise*, while Captain Jean-Luc Picard journeyed to Iyar. The Iyaarans used the opportunity to study alien emotions, but met with only partial success. Since this initial foray into mutual understanding, contacts between the Federation and Iyaar have continued, with varying degrees of success.

POPULATION

The most notable feature of Iyaaran physiology is their asexuality; all Iyaarans resemble human males in build and facial features. They lack reproductive organs, instead propagating through a process known as postcellular compounding. A parent releases a "natal pod" into a freshwater vat, where it remains for ten months. There it slowly absorbs nutrients and organic material from the water as the fetal Iyaaran develops. The infant emerges fully grown, as a nearly exact copy of the parent, though emotionally an infant. Teachers then educate the "child" to serve a predetermined function in Iyaaran society.

Another curious facet of Iyaaran biology is their complete lack of emotions. They do not understand the concepts of love, pleasure, anger, hatred, and the like. Even the bond between parent and offspring remains mysterious to them. The experiences of the *U.S.S. Enterprise-D*—in which Iyaaran ambassadors attempted to experience aggression, pleasure, and love—suggest Iyaarans are capable of sharing these concepts; they can "act" angry, pleased, or affectionate, but have yet genuinely to experience these emotions. Federation exosociologists believe the areas of the Iyaaran brain that govern emotions atrophied over centuries of disuse.

IYAAR

Planet Name: Iyaar (Iyaar V)

Class: M

System Data: Iyaar has two moons.

Gravity: 1.05 G

Year and Day: 511/20

Atmosphere: Oxygen-nitrogen mix; slightly greater than Earth-normal pressure

Hydrosphere: 50% of Iyaar is covered with water.

Climate: Iyaar is hotter and drier than Earth, and more geologically active as well. It has nine continents (and hundreds of islands).

Sapient Species: Iyaarans (9 billion)

Tech Level: Level Six

Government: A form of meritocracy. The ruling body is the Policy Council; members of the Council and lesser governmental bodies are selected and trained by the Institute for Administrative Selection.

Culture: Iyaarans are a society of absolutely emotionless, completely logical beings. They have no concepts of art or entertainment.

Affiliation: Independent/Neutral

Resources: Mainly technological, though Iyaar engages in relatively little trade with the rest of the galaxy.

Places of Note: Iyaaran crystal formations; Oasuu, the capital city

Ship Facilities: Several minor starports on Iyaar V. A hydrogen mining station and deuterium refinery orbits Iyaar VI.

While Iyaarans do not experience emotions as other species do, this does not make them perfectly moral beings. Taking efficiency to its logical extreme, they subscribe to the concept of the "ends justifying the means." If an action can be justified as practical and necessary, an Iyaaran will pursue it. In an effort to understand love, Iyaarans had no moral qualms about kidnapping Captain Jean-Luc Picard and subjecting him to an elaborate deception, for example; indeed, they did not understand why their actions were wrong.

Iyaarans possess a prominent bone ridge along the skull's frontal lobe, and possess physical and mental abilities in the human-Klingon range. Iyaarans do not exhibit psionic abilities.

GOVERNMENT

The Iyaaran government is managed by highly trained experts. The Institute for Administrative Selection chooses individuals to serve in government positions as soon as they emerge from their natal pods, and subjects them to a rigorous education in government methods and policy implementation.

Iyaaran Bureaucrats advance through competitive examination. The highest level of government is the Policy Council.

Iyaarans have no control over their government, and find the concept of democracy, of placing the fate of society in the hands of billions of individuals, confusing. They find it much more efficient to leave governmental decisions up to those trained in administration. Iyaarans obey laws because it is efficient to do so. Were the government to announce an illogical policy, the populace would simply ignore it.

Iyaarans learn their society's rules for conduct early in life and follow them without question. Because crime stems from desire or passion, both of which Iyaarans lack, there is no need for a police force. The closest equivalent to a legal system or police organization is the Investigations Bureau, which determines the facts in any dispute. Once the facts are known, the situation can be resolved logically. The Investigations Bureau can use any means necessary to determine the truth.

Contact with aliens has given Iyaarans their first exposure to the concept of deliberate crime. The idea is difficult for them to understand—why would somebody take something if there was no reason to do so? If the "thief" did need the item, why would the owner refuse to give it to him? Crimes of aggression are even more baffling; Iyaarans deal with them the same way they deal with attacks by animals—by capturing and destroying the dangerous individual.

PRESENT CONFLICTS

Currently, the Iyaarans face the dilemma of interacting with a universe populated by billions of aliens, most of whom experience mysterious impulses called emotions. Efforts to understand alien emotions have met with mixed success. Some Iyaarans argue that emotions remain unnecessary, and advocate a policy of strict isolation from more emotional alien species. Others contend that Iyaar must interact with alien societies, and so should understand emotions. A small minority believe they must learn to experience emotions themselves—to add meaning and purpose to their lives. Most Iyaarans consider these poor fanatics to be hopelessly insane.

EXPORTS AND IMPORTS

So far, Iyaar has found little to export to other planets. Iyaaran bioenzymatic wafers are unlikely to take galactic cuisine by storm, and Iyaar produces nothing in the way of art or entertainment. The planet possesses rich mineralogical wealth, which the Federation has expressed some interest in exporting. Iyaaran holographic technology attracts some outside interest as well, in particular the holographic disguise device; this device allows the wearer to assume the appearance of another person.

So far, however, trade negotiators have yet to convince the Iyaarans of the utility of intergalactic commerce. Similarly, few merchants have found goods of interest to the Iyaarans; Iyaar produces enough to support itself, thus the inhabitants see little need to import. Only when a product has a demonstrably greater practical value than domestically produced items will the Iyaarans agree to trade.

The fantastic beauty of the crystal formations on Iyaar have attracted a growing number of tourists, but so far the Iyaarans show little interest in promoting tourism on their world. Travelers to the planet find the accommodations leave much to be desired; Iyaaran cuisine consists solely of bioenzymatic wafers, and the lodgings are decidedly utilitarian. A small number of Vulcans have visited Iyaar to admire their entirely logical society (though many come away convinced that the complete elimination of emotions is a bad idea).

HOLOGRAPHIC DISGUISE DEVICE

Used by Iyaarans to assume different guises, the holographic disguise device alters the user's appearance completely. It appears as a large pendant worn around the user's neck. The power system and principles remain unknown, though Federation scientists estimate the device's duration to be unlimited, somehow working off the wearer's bioelectric field. Similarly, how Iyaarans program the device remains a mystery; it appears to respond to the wearer's thoughts. The HDD has its limits, however. It cannot make a person appear much taller or shorter—an Andorian appearing as a Tellarite, for example—than his physique allows.

Size: 5.5 cm x 5.5 cm x .5 cm

Mass: .15 kg

Duration: Unknown; believed to be indefinite

CREATURES

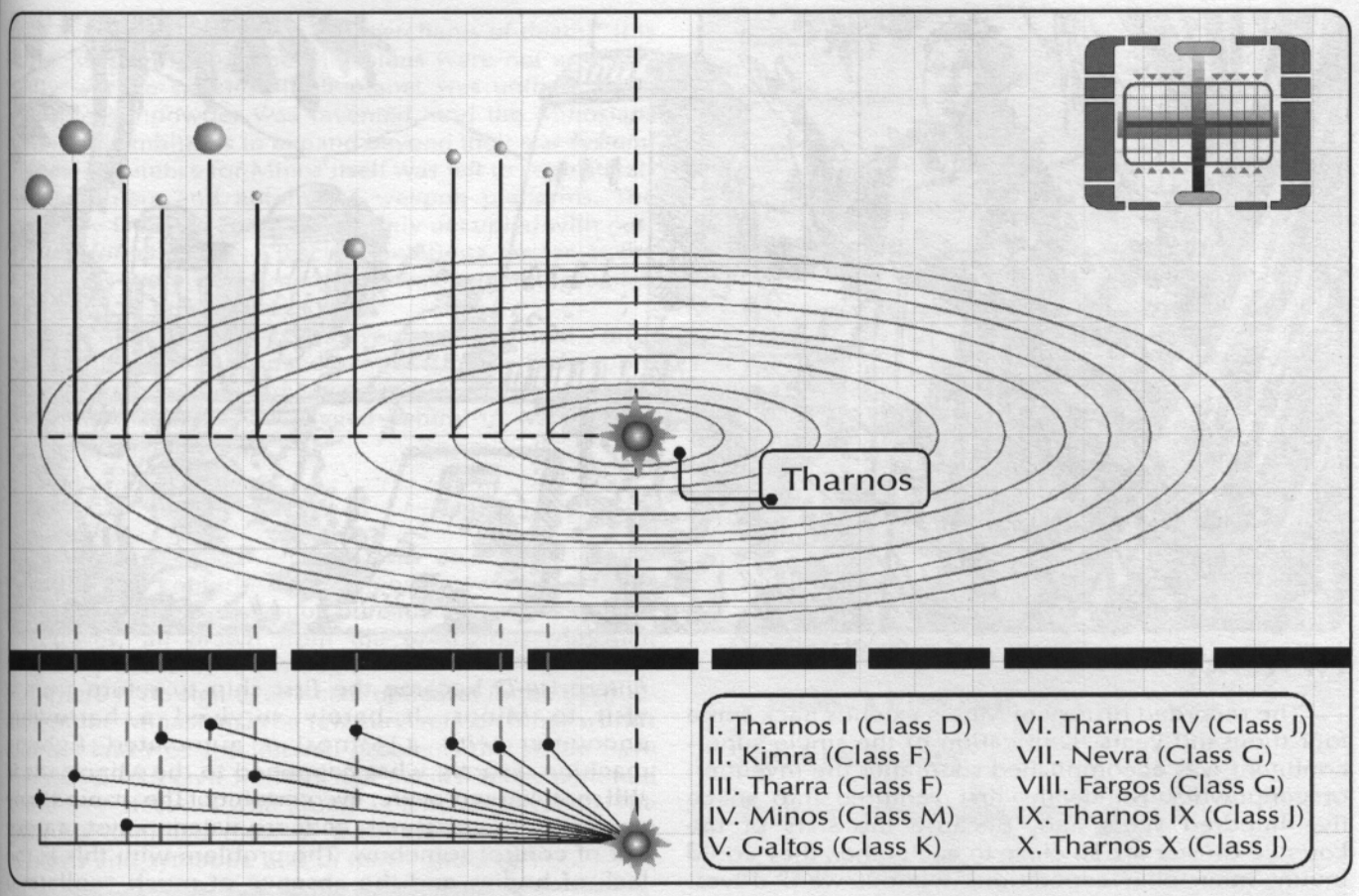
Extremely pragmatic, Iyaarans deliberately ordered their planet's biosphere. Every aspect of the planet's ecology has been tamed and regulated. After careful examination, they exterminated all harmful species, as well as those the Iyaarans deemed "useless." This eradication was handled systematically—the Iyaarans carefully preserved DNA from every species they removed, in case they discovered a use for the creatures later on.

Iyaarans have a similar attitude toward the native fauna of their colony worlds. All animals that do not serve a critical ecological function, or present a logical benefit, are removed. When Iyaaran colonists arrive to colonize a world, they conduct a detailed investigation into the planet's ecology; once the role of every creature is understood, the Iyaarans commence with "ecological reengineering."

EPISODE IDEAS

Awakening: A group of Iyaaran researchers has discovered that their brains do have atrophied centers of emotion, which can be stimulated with complex hormones. Of course, humans take nearly twenty years to learn how to regulate their emotions; the Iyaaran test subjects will have great difficulty adjusting! A newly emotional Iyaaran might flee to aliens (i.e., the Crew's starship) for help—or he might wish to share his new gift with all his people, whether they want it or not.

Biosphere: The extremely efficient attitude Iyaarans have toward other lifeforms causes problems on a newly established colony world. Federation scientists and environmentalists strongly protest the Iyaaran practice of removing all "unnecessary" lifeforms. Some individuals may decide to do more than protest. The Crew might have to try to prevent ecoterrorists from striking at the Iyaaran colonies, or might have to rescue a group of activists from the harsh reaction of the Iyaarans.



MINOS

The planet Minos is the scene of one of the galaxy's great unsolved mysteries. It was once a thriving, advanced planet known as the "arsenal of freedom" for its busy weapons industry. Then something killed the entire population, and Minos remains a deadly place to this day.

SOLAR SYSTEM

Minos lies within the Lorenze Cluster, a dense formation of nearly a hundred stars within a space only twenty light years across. The Minos system itself consists of ten planets circling a Type F2 V (bright yellow-white dwarf) star. The three inner planets are all small and barren, and the six outer worlds are a mix of gas giant planets and small glacier worlds. The fourth planet is Minos. All the worlds in the system are rich in metals and rare elements.

ENVIRONMENT

Minos is a Class M planet, with a warm climate and large oceans. The surface is a very pleasant environment with extensive forests, the result of ecological engineering by the Minosians. From space, the entire world looks green, as the oceans are colored by copper salts and algae. There is one large landmass covering most of the southern hemisphere. The gravity is ten percent less than standard, and the planet's day is forty hours long.

LOCATIONS

At its height Minos had a population of more than three billion, so there are naturally hundreds of ancient cities now lying abandoned. The Minosians constructed most of their offices, factories, and laboratories underground, leaving the surface free for houses and public buildings surrounded by large tracts of parkland. Since the disaster which killed all the Minosians, their cities have fallen into ruin. Many of the underground sections have flooded or collapsed.

The former capital city of Minos was Koson, located on the coast of the main continent. Once home to ten million people, it is being reclaimed slowly by jungle. The tall towers formerly housing Minos' government and its great corporations are now surrounded by a sea of green and shrouded in dense vines.

The primary weapons-development laboratories were in the town of Lamaso, on a high desert plateau in the far south. Weapon systems were tested in the desert nearby, or else on the uninhabited third planet of the system. The Lamaso complex is still guarded by elaborate force shields, making it impossible to transport in or to scan the area with sensors.

The largest weapons-production facility on Minos was the Yondeyo industrial center, located on an artificial island about four hundred kilometers northwest of the capital city. The Yondeyo complex has been heavily pounded by ocean storms and is not likely to last many years longer.

HISTORY

The recorded history of Minos extends back some four thousand years. Unification of the single supercontinent was accomplished soon after the invention of gunpowder. Minosians first ventured into space five hundred years ago. Because the stars of the Lorenze Cluster are so close to each other, they could mount interstellar expeditions without warp drives. First contact with a neighboring civilization came a century later.

Over the next four centuries Minos became renowned for its arms industry. Weapon manufacturing was originally a tool of diplomacy for the Minosians. By supplying arms to neighboring worlds in the Lorenze Cluster, the Minosian government was able to prevent any one civilization from gaining a dominant position. They proudly called their planet the "arsenal of freedom" and sold arms to all comers. Besides serving political aims, arms sales soon became a major source of income for the Minosians. Nearly half of their planet's interstellar trade involved arms exports or parts and spares.

The Erselrope Wars in the early 24th century were the high point for the Minosian arms industry. Minos' factories worked at full capacity to produce weapons for both sides in the conflict, and the war continued until the planet Erselrope itself was destroyed by a Minosian product. Contact between Minos and the Federation was limited. The Minosians resented Federation "interference" in their arms trade, and actively worked to limit Federation influence in the Lorenze Cluster. Starfleet had no need of Minosian weapon systems, and the Minosians had no desire for competition.

Some time around 2350, the Minosian civilization suddenly disappeared. Ships entering the system received no answer to their hails, and vessels entering orbit around the planet were never heard from again. The handful of Minosian technicians and travelers surviving in other systems could offer no clues to the fate of their civilization. In 2364 the *U.S.S. Enterprise-D* became the first ship to return from a visit to Minos. It barely survived a harrowing encounter with a Minosian automated fighting machine. Exactly what happened to the Minosians is still not known with any certainty. The most likely explanation is that one or more weapon systems got out of control somehow. The problem with this is the lack of bodies and the absence of much "collateral damage."

One suggestion is that the Minosians developed something like the legendary Tantalus Field—a weapon able to kill at a distance, leaving no trace behind. But in the time it would take to wipe out a population of three billion, surely some word would have reached other worlds of what was going on. Others have postulated a deadly virus which literally consumed the entire population as it killed them, but subsequent visits to Minos have turned up no sign of any pathogens. Possibly the weirdest suggestion is that the Minosians began experimenting with psychological warfare, and developed a method of persuading the enemy to commit suicide which worked too well.

Some peace activists have suggested that the Minosians were exterminated by one of the powerful elder races, possibly the Q or the Husnock, as punishment for producing such deadly weapons. While it is possible, such an act seems inconsistent with the conduct of those powerful beings.

POPULATION

Nobody lives on Minos anymore. Orbital scans have detected no sentient lifeforms at all. While it is barely possible that some survivors may remain in some heavily shielded location, all indications are that the planet is uninhabited.

The Minosians were a fairly ordinary humanoid race, with copper-based blood and a pouch for their young. Both sexes tended to go bald in front soon after reaching adulthood.

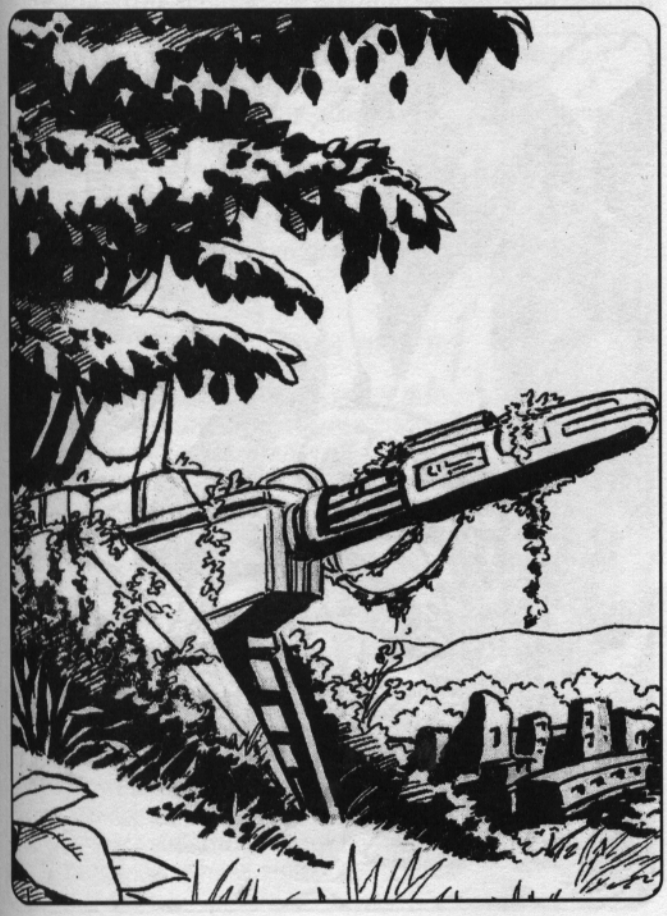
Given their reputation as "merchants of death," it is rather surprising that the Minosians were not an especially warlike species. Their planet was unified about the time gunpowder was invented, and the Minosians never had ambitions to expand beyond their star system. Planetary defense for Minos itself was left to sophisticated computers and automated weapon platforms. The Planetary Defense Force was mainly occupied with customs enforcement and rescue operations. As far as the Minosians were concerned, war was something which happened to other people.

Minosian technology was very sophisticated—on a par with the most advanced members of the Federation. Minos was especially advanced in the areas of robotics and power systems, but lagged behind in warp drives and sensor technology.

GOVERNMENT

The Minosian government was an elected parliament, but for centuries the real power was in the hands of an elite group of senior bureaucrats and corporate executives, all drawn from the prestigious Minosian Academy of Advanced Thought.

There is no sign of any civil upheaval in the destruction of the Minosians. The few survivors on other worlds did not know of any internal problems that might have boiled up into civil war. A small pacifist movement had existed for decades with grudging official toleration. The pacifists confined most of their activities to peaceful protests and symbolic acts of minor sabotage.



MINOS

PLANET NAME: MINOS

CLASS: M

SYSTEM DATA: MINOS HAS NO MOONS.

GRAVITY: .9 G

YEAR AND DAY: 437/40

ATMOSPHERE: OXYGEN-NITROGEN; EARTH-NORMAL PRESSURE

HYDROSPHERE: 85% OF MINOS' SURFACE IS COVERED WITH WATER.

CLIMATE: TEMPERATE, AND USUALLY WARM. MUCH OF THE LAND IS FORESTED. THANKS TO MINOSIAN ECOLOGICAL ENGINEERING, THE PLANET WOULD BE A PLEASANT PLACE TO LIVE IF NOT FOR ALL THE AUTOMATED WEAPONS TECHNOLOGY.

SAPIENT SPECIES: NONE (UNINHABITED); FORMER HOME OF THE MINOSIANS

TECH LEVEL: LEVEL SIX

GOVERNMENT: NONE (UNINHABITED)

CULTURE: NONE (UNINHABITED)

AFFILIATION: INDEPENDENT/NEUTRAL (UNINHABITED)

RESOURCES: WEAPONS TECHNOLOGY

PLACES OF NOTE: THE RUINS OF KOSON, LAMASO, AND YONDEYO

SHIP FACILITIES: NONE

STRATEGIC IMPORTANCE

None, except as a potential source of military equipment. The Federation has quarantined the planet.

EXPORTS AND IMPORTS: THE ARSENAL OF FREEDOM

The nature of the Minosian weapons reflects their role as export goods. The "serious" military powers in the galaxy—the Klingons, Romulans, and Federation—rely on steady improvement of reliable and familiar weapon systems. The Federation has used phasers since the 2250's, and disruptors have been the mainstay of Klingon military power for centuries. By contrast, Minosian weapon designers put a lot of effort into coming up with new and showy weapons, in order to appeal to the small-time planetary rulers and would-be imperialists who made up their customer base. In the area of battlefield and personal weapons, the Minosian designers concentrated on making "smart" weapons, which did not require trained soldiers to operate. In many cases the devices were completely autonomous—a strong selling point to armies facing superior numbers. The Minosians also had a very profitable line in assassination and espionage devices for sale to intelligence and police agencies.

CREATURES

Like most long-inhabited worlds with billions of people, Minos didn't have many wild animals outside of protected regions. With the destruction of Minosian civilization, the animals have begun reclaiming the planet. Most species found in the ruins are small scavengers and gatherers, but a few bigger carnivores have followed. Still, most native Minosian animals are wary of humanoids and don't pose much of a threat to visitors.

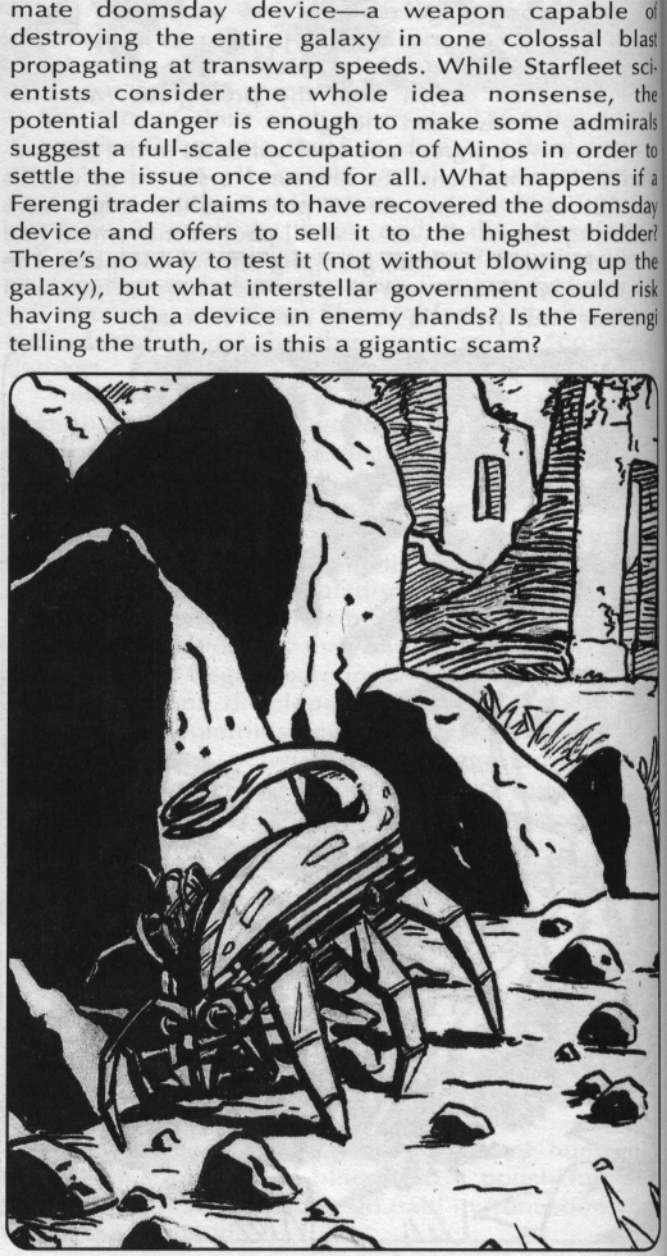
Natural lifeforms aren't necessarily the only ones inhabiting Minos. While the bulk of Minosian weapons involved robotics and energy attacks, the planet did have a small but highly inventive biological warfare division. The biowar scientists specialized in the creation of extremely dangerous animal species to serve as living weapons. Most were designed to have very rapid life cycles, so they could be seeded on enemy planets to cause chaos and disrupt the ecology quickly. Some specimens may have escaped after their masters left and would now inhabit the planet (assuming they could start a breeding cycle capable of overcoming their artificially shortened lives).

EPISODE IDEAS

Return to the Arsenal: Scientists have been urging limited study of Minos ever since the *Enterprise-D* successfully returned from the planet. Ecologists want to observe what happens when a densely populated planet reverts to wilderness. Engineers and weapons designers want to recover some of the advanced Minosian technology. Crew members might be assigned to accompany a scientific mission to Minos, or else might be sent to find out what happened when a mission there goes missing.

Starfleet isn't the only organization interested in exploring Minos. The tales of ship captains who narrowly escaped destruction by automated defenses have kept casual sightseers and treasure-seekers away, but several interstellar governments are rumored to be preparing expeditions to Minos in search of technological secrets. The Ferengi and the Romulans are known to be especially interested. Federation characters may have to prevent a rival from getting to the planet, help looters who have triggered something deadly, or take one of the surviving expatriate Minosians back home.

The Doomsday Weapon: One persistent rumor maintains that the Minosians had developed the ultimate doomsday device—a weapon capable of destroying the entire galaxy in one colossal blast propagating at transwarp speeds. While Starfleet scientists consider the whole idea nonsense, the potential danger is enough to make some admirals suggest a full-scale occupation of Minos in order to settle the issue once and for all. What happens if a Ferengi trader claims to have recovered the doomsday device and offers to sell it to the highest bidder? There's no way to test it (not without blowing up the galaxy), but what interstellar government could risk having such a device in enemy hands? Is the Ferengi telling the truth, or is this a gigantic scam?



Silicon Soul: The Minosians were very advanced in the science of robotics and artificial intelligence. Suppose some of their robot weapons become self-aware? Should they be recognized as a sentient species? What if they still follow their original programming and want to exterminate everything in the galaxy?

MINOSIAN WEAPONS SYSTEMS

Some of the more impressive Minosian armaments included:

Atmospheric Fusion Propagator: This device induced a spreading fusion reaction in a planet's atmosphere which would consume everything on the surface in a searing blast. Fusion propagators were used during the Erselrope Wars to destroy the planet Erselrope.

Death Mole: A small burrowing robot which could be released hundreds of kilometers from its target zone. Over the course of several weeks the Death Mole would tunnel its way to the target, then wait for enemy units to pass overhead before emerging to attack. Moles could carry a variety of weapons—disruptors or plasma beams for battlefield use, or silent blade weapons for assassinations.

Delta Six Black: A small hunter-killer robot equipped with a very sophisticated array of holoemitters and electronic masking systems. It could take on the appearance of anything as large as or larger than the robot itself. The Delta Six Black was used both for battlefield combat and for assassinations.

IRFX-2: This weapon was intended for use against enemy bases and command centers. It generated a field which subtly interfered with the neural activity of sentient beings—not enough to harm the targets, just enough to make them start making stupid mistakes and poor decisions. Within a hundred meters of an IRFX-2, all Intellects are effectively halved.

Peacemaker: A titanic gun firing warp-accelerated projectiles at several times the speed of light. Unlike energy weapons, the Peacemaker could be effective over a range of millions of kilometers, and was used both as a planetary defense weapon and for surface bombardment.

Phantom Device: An interphasic generator, capable of making a man-sized wearer completely intangible. An individual wearing one could pass through walls and was immune to the effects of most weapons. There was a serious drawback to the device, however—while wearing it, the user could not turn it off, because the controls were also intangible. Phantom Device units had a timer, usually set for one hour, after which the user returned to normal.

LIMITATIONS OF MINOSIAN WEAPONS

The Narrator should avoid making visits to Minos an endless series of fights and deathtraps. It gets boring fast. Besides, the Minosian weapons systems are too powerful to beat in a straight contest of firepower, and really effective traps would simply vaporize the explorers before they could react. Instead the Starfleet characters should have to figure out the secret weakness(es) of their opponent. Possible weaknesses include

- a predictable attack pattern;
- a "recharge time" after each attack;
- sensors which react only to certain things (humanoid targets, fast-moving objects, power sources, etc.);
- vulnerability to primitive weapons;
- ignores "dead" or "surrendered" opponents;
- a robot weapon smart enough to be reasoned with, or
- a robot dumb enough to be confused by illogical statements.

The exact nature of the catastrophe responsible for the extermination of the Minosians has been deliberately left vague. Narrators can decide which of the many possible explanations they like best, or they can leave the fate of the Minosians an eternal mystery.

NAUSICAA

Nausicaa has a well deserved reputation as an ecological and sociological nightmare. The planet has suffered the ravages of unrestricted industrial growth—toxic pollution of the water table and atmosphere, deforestation, and the extinction of many native species. Barbaric and bullying, the Nausicaans firmly believe "might makes right" and can often be found serving as mercenaries for anyone who will pay for their services. Nausicaa itself harbors many fugitives from the UFP, though only those strong enough to withstand the environment survive.

Although Nausicaa's many tribal warlords recognize their planet's ecological peril, they are ill-equipped to deal with the problem. The lack of a unified world government prevents the Nausicaans from tackling their problems coherently, and each warlord tries desperately to maintain his own power base. As the Nausicaans face an ecological disaster which threatens their world, they become more and more desperate to find a way to survive. Some Nausicaan warlords wish to cement ties to some greater power—the Romulans, Klingons, or Cardassians.

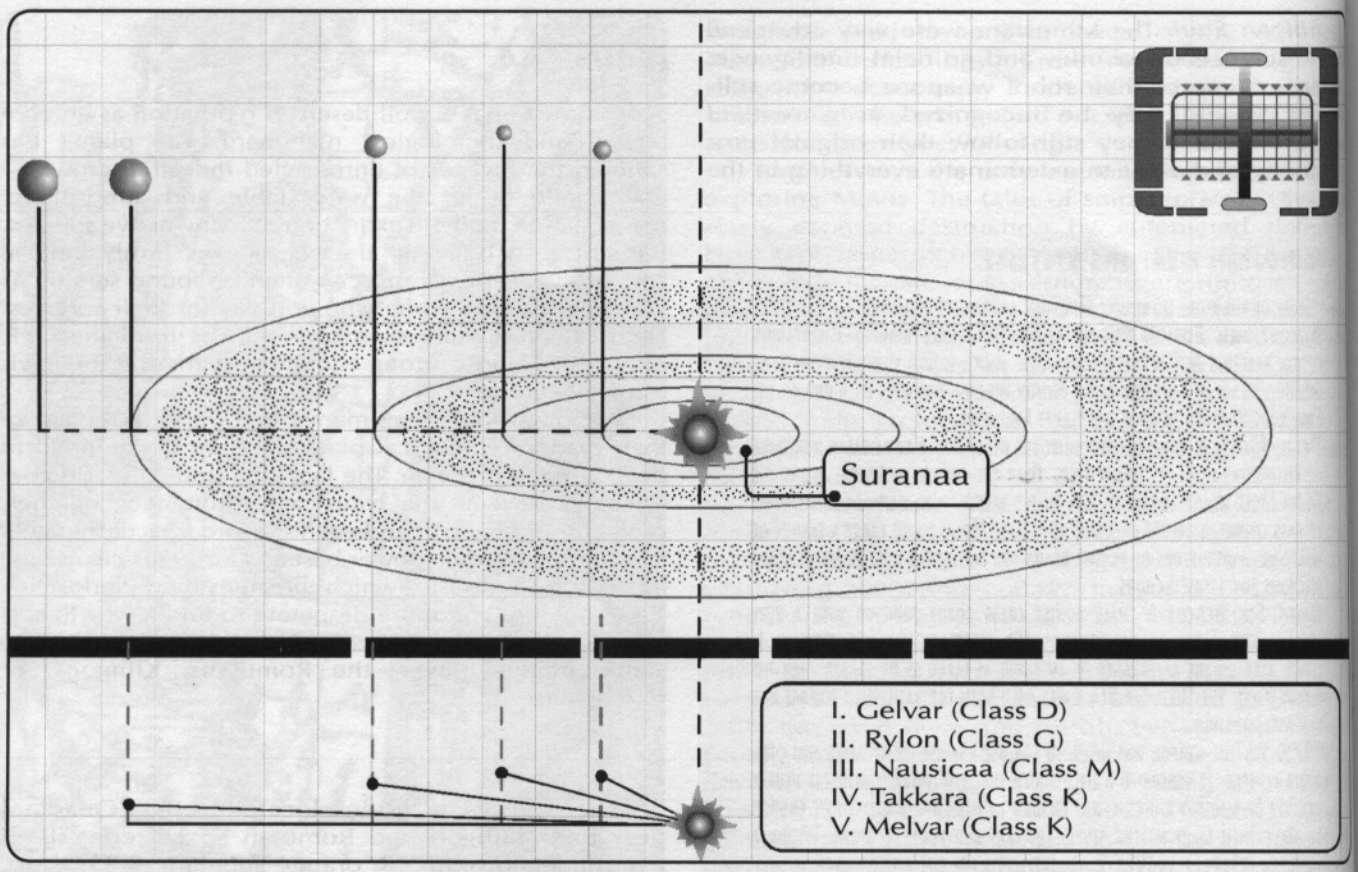
SOLAR SYSTEM

The Nausicaan system, located in Beta Quadrant near both Klingon and Romulan space, consists of five planets orbiting an orange subgiant (K2 IV star). Large asteroid belts are found throughout the system, indicating violent cataclysms in the distant past. Some scientists believe that as many as nine other planets may have once orbited the Nausicaan sun.

In the period following Romulan patronage, the Nausicaans expanded throughout their home system (and even conquered primitive species in neighboring star systems). Gelvar (Nausicaa I) is a tiny Class D planet far too close to its sun to support life. Rylon (Nausicaa II) is a Class G world with large amounts of industrial mineral wealth; Nausicaan slaves and criminals dig for these radioactive elements in Rylon's many mines. Malfunctioning life-support systems and mob rule make conditions here marginally worse than the Klingons' Rura Penthe mine.

Nausicaa itself is slightly larger than Earth, though with a heavier gravity and higher atmospheric pressure. A single large satellite, Eizan, keeps the planet's seasons and tides stable. Eizan is home to the Keshan Warbase, the headquarters of Nausicaa's ragtag fleet. Compared to life on the planet's surface, Eizan seems like paradise to Nausicaan soldiers. The warbase is clean and functional, although many parts of it are held together with subpar materials. Strangers are not allowed on Eizan unless specifically invited.

Takkara (Nausicaa IV) is a Class K planet with temperatures well below the norm for humanoid habitation. The Nausicaans, however, have been able to thrive here. Takkara is ecologically almost as bad as Nausicaa. The fifth planet, Melvar, is also Class K, though here the atmosphere is pure ammonia, making even pressure domes unfeasible. The Romulans



constructed an early-warning listening post on one of Nausicaa V's small moons, which the Nausicaans expanded.

Finally, the Nausicaan system has two asteroid belts. The Inner Belt lies between Rylon and Nausicaa, and contains large chunks of nickel, iron, and uridium. Several Ferengi own asteroid mines here and employ hundreds of Nausicaans. The Outer Belt lies between Nausicaa and Takkara. While the mineral wealth here might surpass that of the Inner Belt, the Nausicaans lack the resources to exploit the region; the Ferengi remain content to stay in the Inner Belt. Starfleet Intelligence believes one of Nausicaa's warlords obtained antimatter mines and seeded them throughout at least part of the Outer Belt.

ENVIRONMENT

Once a beautiful world, Nausicaa suffers from centuries of abuse and mismanagement. Her inhabitants have raped the world of its resources, first at the encouragement of the Romulans and later for their own ends, caring little how badly they despoiled the environment. Now Nausicaa is an ecological nightmare. A greenhouse effect caused by decades of air pollution has raised the temperature by over 10°. Acid rains scour the surface of the planet, pouring down liquid so polluted that heat lightning can ignite flashstorms. Burning fog, caused by low-lying combustible vapors, scorches unprotected flesh. Years of unchecked pollution has turned the rivers, streams, and oceans into flows of toxic chemicals. Widespread deforestation and unchecked farming techniques have created numerous deserts.

The Nausicaans survive by continually shoring up the domed habitats left behind during the Romulan occupation, or by retreating underground to subterranean settlements. Even in these artificial shelters, pure water is a rarity and starvation is common. Crime is rampant in these metal pens; the rule of law has always been the rule of the strong, and all Nausicaans have only what they can take. In some areas, life-support equipment, lighting, and other necessities have broken down, reducing the inhabitants to near-primitive existence. Right-thinking humanoids avoid the depths of Nausicaan cities. The Nausicaans lack either the ability or the interest to effect repairs. The United Federation of Planets long ago issued a warning against travel to Nausicaa.

The few travelers unlucky or desperate enough to visit the Nausicaan homeworld should wear environmental suits at all times and stay close to the spaceports. A popular joke advises visitors not to get caught on a well lit street on Nausicaa—it only lets the muggers see you better. Some discover this is more than a joke.

LOCATIONS

Mount Kyroa, one of the largest volcanoes on Nausicaa, is the result of geothermal mining gone awry, and the site of the largest city on Nausicaa. All manner of trade, both legal and illegal—in armaments, contraband, and slaves—can be found in Kyroa. According to the best geologic predictions, the Mount Kyroa volcano is expected to erupt within the next fifty years. Despite this, the warlord of Kyroa refuses to evacuate the city.

The volcano produces rare Nausicaan fire crystals, one of the few items of value exported from Nausicaa.

Nausicaan fire crystals are rare gemstones created by the rich mix of pollutants in the Nausicaan soil and volcanic activity. These multicolored crystals have small internal reactions, causing them to glow. Many citizens of the Kyroa habitat spend their time prospecting on the slopes of the volcano, searching for these jewels. Prospecting, like most activities on Nausicaa, is extremely hazardous.

HISTORY

From the beginning of Nausicaan history, the Nausicaans have fought among themselves. Organized into tribes, the Nausicaans fought over resources and to dominate weaker tribes. Because of their inherently barbaric nature, they did not advance beyond their primitive culture. Warlords would carve out small empires for themselves, only to have them crumble soon after their deaths. Only the most rudimentary cities and manufacturing facilities developed.

Into this milieu came the Romulans. During their 21st-century conflict with the Klingons, the Romulans rapidly advanced the Nausicaans to an industrial level. They selected the strongest warlords to work with, imposing a semblance of unity, but also pitting rivals against one another to maintain their hold. They encouraged the Nausicaans to exploit their natural resources, to support the Romulan war effort. For their part, the Nausicaan warlords recognized a good thing when they saw it, and used Romulan-supplied weapons to cement their positions. They dutifully battled the Klingons in Romulan-made starships and launched wave after wav of ground attacks against Klingon colonies. The Nausicaans scavenged Klingon weapons and ships to support their war machine, and captured Klingons were forced to work in Nausicaan mines; rumors continue to surface of Klingons still imprisoned on Rylon.

The Romulans then retreated into one of their bouts of periodic isolationism, leaving the Nausicaans to fend for themselves. The political cohesion between Nausicaa's warlords continued for a brief time, under the guidance of Rr'tak'ma, Nausicaa's strongest warlord. They continued to industrialize and used their new-found technology to expand beyond their homeworld. Using military surplus ships and weapons, the Nausicaans conquered primitive humanoids in a few neighboring systems. Edari and Sandala slaves were forced to work Nausicaan mines, and grow food for Nausicaa's inhabitants. After Rr'tak'ma died, during an attack by a rival, what little cohesion existing between Nausicaa's warlords rapidly disintegrated.

NAUSICAA

PLANET NAME: NAUSICAA (NAUSICAA III)

CLASS: M

SYSTEM DATA: NAUSICAA HAS ONE MOON, EIZAN.

GRAVITY: 2.0 G

YEAR AND DAY: 377.20/28

ATMOSPHERE: OXYGEN-ARGON; SLIGHTLY HIGHER THAN EARTH-NORMAL PRESSURE

HYDROSPHERE: 55% OF THE SURFACE OF NAUSICAA IS COVERED WITH WATER; HOWEVER, A LARGE PERCENTAGE OF THAT IS THOROUGHLY POLLUTED AND UNUSABLE FOR ANY PURPOSE.

CLIMATE: THANKS TO A RAMPANT GREENHOUSE EFFECT, NAUSICAA IS OFTEN HOT AND HUMID. MUCH OF THE PLANET HAS BEEN RAVAGED BY INDUSTRIAL EXPLOITATION; ACID RAINS AND BURNING FOGS ARE FREQUENT OCCURRENCES.

SAPIENT SPECIES: NAUSICAANS (7.8 BILLION)

TECH LEVEL: LEVEL SIX IN THE MOST DEVELOPED PARTS OF THE PLANET; LEVEL FIVE OR BELOW IN OTHER PLACES

GOVERNMENT: FEUDAL

CULTURE: THE NAUSICAANS ARE A SAVAGE, ALMOST BARBARIC RACE WHICH SEEMS TO REVEL IN VIOLENCE, BLOODSHED, AND WAR. COMPARED TO NAUSICAANS, KLINGONS SEEM DISCIPLINED AND POLITE.

AFFILIATION: INDEPENDENT/NEUTRAL

RESOURCES: FEW; THE NAUSICAANS FULLY EXPLOITED ALL OF THEIR USABLE NATURAL RESOURCES YEARS AGO. SERVICES, FIRE CRYSTALS, AND METALS MINED AT VARIOUS COLONIES OR ASTEROIDS FORM THE BULK OF THE NAUSICAANS' RESOURCES.

PLACES OF NOTE: MOUNT KYROA, SOURCE OF THE FAMED NAUSICAAN FIRE CRYSTALS

SHIP FACILITIES: SEVERAL SMALL SPACEDOCKS

NAUSICAAN WEAPONS

Generally, Nausicaans employ a variety of weapons from across Alpha and Beta Quadrants. Ever utilitarian, if an object can be used to inflict pain, Nausicaans use it. Everything from illegally obtained phasers to Romulan disruptors finds its way into Nausicaan hands. Nonetheless, Nausicaans have a fondness for archaic, bladed weapons because of their intimidation value. Nothing convinces a mark to see things a particular way like an Andorian *chaka*, a Vulcan *trillpa*, or a four-bladed Nausicaan scythe.

Similarly, Nausicaans are adept at fashioning their own weapons. The aptly named warstaff makes a good example. A Nausicaan fashions his own, unique warstaff by cannibalizing parts from phasers or disruptors and fastening them to a staff. The sarium krellide power cell is rigged along the length of the pole, while the lithium-copper prefire chamber and emitter crystal are fixed to one end; a variety of blades protruding from both ends round out construction. Thus, a Nausicaan can use a warstaff as a club, spear, scythe, and energy weapon. As a bonus, the weapon looks particularly menacing.

Size: Typically 2 m long
Mass: 5 kg
Accuracy: 9
Block: +2
Damage (Blades): From 3+2D6 to 5+2D6 depending on the type of edge
(Phaser): As per Phaser Damage Table, ST:TNG RPG pages 234-235
(Staff): 4+2D6
Energy: 160-1,500 charges (depending on phaser used)

Now led by a gang of squabbling warlords, the Nausicaans again turned their attention to an old enemy—the Klingons. Various tribes launched attacks against Klingon shipping and border colonies in a search for booty and resources. Eventually, the Klingon High Council responded by attacking Nausicaan positions in Beta Quadrant. The Klingons demanded the Nausicaans withdraw from outposts nearest Klingon space, and the return of all prisoners. The Nausicaan warlords, recognizing a stronger force, backed down and settled for the small empire they had created.

By the 23rd century, Nausicaa faced the repercussions of two centuries of heavy industrialization. Their ecosystem had suffered extreme damage from pollution, strip-mining, deforestation, and overfarming. Over the years, various warlords have requested assistance from the Federation. Because of the fragmented nature of Nausicaa's government, the Federation has wisely avoided entanglements in Nausicaan affairs; typically, these rejections elicit threats of attack from the Nausicaans. Today, Nausicaans work as bodyguards and mercenaries throughout Alpha and Beta Quadrants, and manage their own affairs.

POPULATION

Nausicaans are strong, furred, and very tall. Their appearance is intimidating to most other races, making them ideal enforcers for criminal elements. Nausicaan females are only slightly smaller than the males, and society does not discriminate between the sexes.

Nausicaan society operates on the principle of the strong. Nausicaans take what they want from those weaker than themselves, and this extends up to the tribal level. They naturally organize themselves into marauding bands, led by the strongest among them. Next, several bands congregate into tribes, again led by a strong warlord. Nausicaans of the same social group rarely come to blows, though they often intimidate one another. Dominant Nausicaans are easy to identify-they are better fed and have the best equipment.

For more information on Nausicaans, including their game statistics, see the ***Star Trek: The Next Generation RPG*** core rulebook.

GOVERNMENT

No single government controls Nausicaa. It is a feudal warlord society led by seven powerful military rulers. Each warlord commands as much territory as he can hold on to, typically as far as his soldiers can shoot. Leadership is determined by strength; from tribal leaders to warlords, the Nausicaan in command is typically the one capable of defeating all challengers. This power vacuum contributes to the problems presented by Nausicaa's ravaged environment and collapsing infrastructure. The warlords nominally meet in a Council of Command, but this group has met sporadically over the past few decades. Nausicaa makes no claims to the safety of visitors, and there is no central government to which one can appeal. The planet has no police force, fostering lawlessness and an open-air black market in contraband.

STRATEGIC IMPORTANCE

The Nausicaa system lies near the borders between Romulan and Klingon space. It is sure to be a strategic pawn if those two races ever go to war against each other again. Instead of being smart enough to exploit this for their own gain, the Nausicaans seem content to sell their services to whomever can pay for them, or to follow the orders of whichever race controls their system.

PRESENT CONFLICTS

Internally, the various warlords fight with one another for dominance. Currently, the strongest warlord is Gr'rak'taa, who sporadically fights with lesser tribes over resources. In the cities, rival gangs fight each other for territory and supplies.

Externally, the Nausicaans know better than to pick a fight with the more powerful groups along their borders—the Klingons, Romulans, and Federation. Several warlords support piracy along the border of Nausicaan space, harrying both Federation and Klingon shipping. Both can do little more than protect their freighters with convoys. Nausicaan fleets prowl nonaligned star systems, however, looking for new planets to conquer. Various tribes become involved in whatever conflicts their employers hire them to become involved in.

EXPORTS AND IMPORTS

The most common Nausicaan export is the services of her people. Nausicaans can be found throughout known space serving as intimidating bodyguards, muscle for the unscrupulous, and mercenaries. Less able warriors find employment as heavy laborers, working in a variety of dangerous environments. The Nausicaans export fire crystals from Mount Kyroa and salvage parts from their own habitats; that this only hastens their planet's decline does not concern them. They also export the dangerous local fauna for use as guard beasts, in particular to the Klingons, who enjoy the Nausicaan devil dog.

Nausicaans have to import nearly everything, having exhausted their planet's natural bounty. They import food from their client worlds of Edara and Sandala, and mineral wealth from the Inner Belt and Rylon. What money they earn from their employers, they spend on much needed technology, to repair their aging infrastructure or support their military. Nausicaa desperately needs replicators and terraforming technology, but only the Federation can supply these in bulk.

NOTED INHABITANTS

A warlord known as Gr'rak'taa claims leadership of Nausicaa, though in truth he is one of seven rival warlords. Gr'rak'taa is certainly the strongest warlord, and controls the military base at Melvar, the Kyroa habitat, and various settlements on Edara and Sandala. He currently vies for control over the mines on Rylon with Warlord Kr'kall'a. Reputed to be sly as well as bullying, Gr'rak'taa is a force to be reckoned with in Nausicaan space.

CREATURES

Toxic Slug

The few creatures which continue to survive in Nausicaa's harsh environment are inimical to most lifeforms. One example is the toxic slug. It can grow to over ten feet long, and thrives on waste products. Toxic slugs pose little threat to other lifeforms, and are sometimes exported to other worlds to help clean up chemical spills and treat similar environmental problems.

Nausicaan Behemoths remain the stuff of children's nightmares throughout the known galaxy. With wild specimens over 500 meters in girth rumored to exist,

Nausicaan Behemoth

these creatures strike terror into the hardiest Nausicaan warrior. Ancient legends tell of tamed Behemoths leading seaborne Nausicaan legions into battle—whatever the truth of such tales, Behemoths have become scarce in the oceans of modern Nausicaa, although these gigantic creatures occasionally still plague traditional shipping and fishing concerns. Their true nature belies their terrifying appearance; similar to Earth's whales, Behemoths have adapted to feed on the pollution and waste products of Nausicaa's oceans.

Ripperworms live in the filth of Nausicaan habitants. When fully grown they range in size from one to four feet in length. The first quarter of their bodies contains nothing but poisonous barbs and teeth. Attracted to heat sources, they attack in large swarms. Ripperworms devour their prey completely, leaving no trace of the remains. Kaldo Pell, a reputed Orion crime boss, allegedly disposes of rivals and double-crossers by tossing them into pits of ripperworms.

Ripperworm

Name: Ripperworm
Type: Chasing Hunter
Size: 30-120 cm long
Form: Long worm with wickedly toothed jaws
Attributes: Coordination 2 (Reaction +1), Fitness 3 (Strength +2, Vitality +1), Instinct 1 (Ferocity +2), Presence 2
Base Movement: Crawl 2/4
Resistance: 1
Special Abilities/Unusual Skills: Night Vision (detect heat) +2
Weapons: Bite
Difficulty: 7
Damage: 1 + 1D6
Description and Additional Notes: See text.

Episode Ideas

Desperation: A reactor breech occurs in the main power station of a Nausicaan domed city, prompting an uncharacteristic distress call. Millions of lives are at stake, and the Nausicaans desperately need outside assistance to repair the damage and avert disaster. When the Crew's ship comes to the rescue, a band of Nausicaan renegades captures the away team in an attempt to force the UFP to take them to a new colony world. The Crew must resolve the situation and save the Nausicaan city, too.

Gedya: A spy has come into possession of sensitive information stolen from the Federation. Starfleet Intelligence tracks the spy to Gedya, a subterranean Nausicaan city. Starfleet assigns the Crew to retrieve the information, requiring a dangerous mission into Nausicaan space. The Crew must negotiate not only the mean streets of Gedya, but also roving Nausicaan pirates and marauding press gangs in search of valuables. They may also seek the assistance (or permission) of Gedya's warlord, who has his own demands.

Oyarsa B

Oyarsa B is a small planet, a moon of the gas giant Oyarsa in the Epsilon Tauri system. The planet features a unique biosphere: The surface of Oyarsa B is technically Class D and therefore uninhabitable, but a system of deep rifts and canyons is filled with a breathable atmosphere and lush jungles and rainforests. Oyarsa B is the home of the Tr'Nee, an as yet unclassified sentient species. Recently, a group of pirates built an outpost on Oyarsa B for use as a hidden refuge.

Solar System

Epsilon Tauri is a large Type G9 V (dim yellow dwarf) star with thirteen planets. Oyarsa, a Class J gas giant, is the fourth most distant from the star. Oyarsa B is the second of Oyarsa's eight moons. Oyarsa B has a surface gravity of .6 G and is almost completely locked, with a day of 67 standard hours. Oyarsa B's year (its orbital period around Oyarsa) is 78 standard days long. Tidal stresses produce high amounts of geologic activity in the core of the moon and are critical to the moon's unique ecology.

Once every 5.9 local days (at intervals of approximately 394 standard days) Oyarsa passes through a belt of cometary debris. The massive gravity of the gas giant

Oyarsa B

Planet Name: Oyarsa B (Epsilon Tauri IVb)

Class: See "Atmosphere."

System Data: Oyarsa B is the second of eight moons of Oyarsa, a Class J gas giant.

Gravity: .6 G

Year and Day: The Oyarsa B year (its orbital period around Oyarsa) has 78 standard Earth days, but because the moon is virtually locked, a day there is 67 standard Earth days long.

Atmosphere: Most of Oyarsa B has no atmosphere and is considered Class D; deep rifts in the crust are filled with an oxygen-nitrogen atmosphere and are the equivalent of Class M.

Hydrosphere: 15% of Oyarsa B is covered with water, all of it in the rifts. See text for further details.

Climate: The climate in the rifts tends to be hot and humid.

Sapient Species: Tr'Nee (1.7 million)

Tech Level: Level One

Government: Each band is led by a chief; there is no planetary government, though "great moots" are called every four years or in times of universal peril.

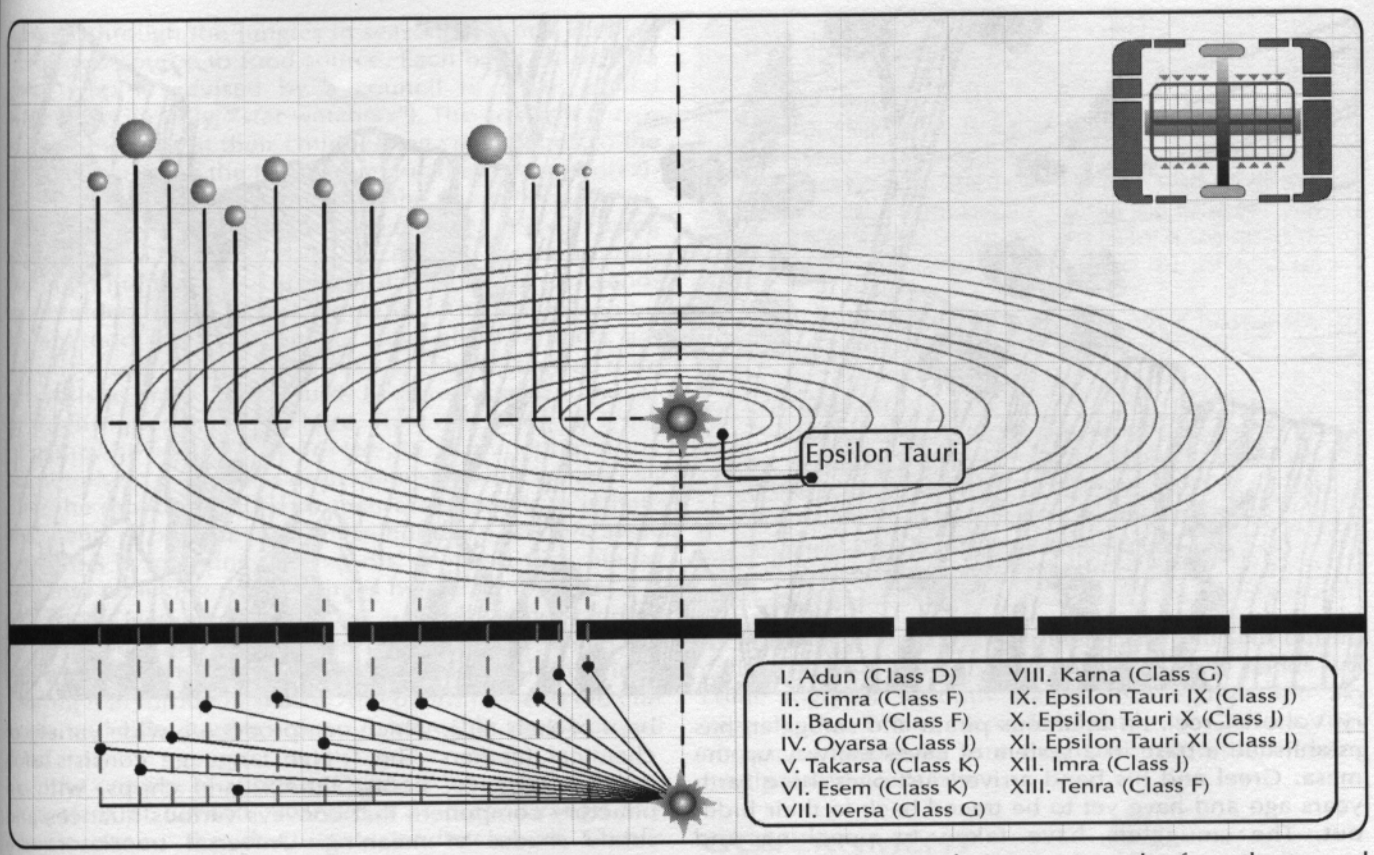
Culture: Extended family "bands" of arboreal lemur-like sentient beings with a hunter-gatherer lifestyle.

Affiliation: Independent/Neutral

Resources: The rifts are filled with lush jungles.

Places of Note: Vollost Greel's pirate base.

Ship Facilities: None.



deflects the path of many of the fragments into Oyarsa B's orbit. For a period of fifteen standard days, meteor showers and impacts become commonplace.

Both Epsilon Tauri and Oyarsa emit vast amounts of electromagnetic energy, raising a wall of static to most standard sensor and communications equipment. Ion storms are frequent, making navigation through the system hazardous. Starships scanning the system are unlikely to detect Oyarsa B at all. Even if the planetoid were detected, any scan could easily miss the biological activity in the rifts, misclassifying the moon as Class D.

ENVIRONMENT

Oyarsa B is encased in a thick crust of ice. Tidal forces and reflected heat from Oyarsa have created a network of rifts and chasms which criss-cross the surface of the planetoid, many 5 km deep or more. Heat from geological activity at the moon's core warms the rifts, melting the surface ice and venting atmosphere into the rift floors. The warmth, water, and atmosphere sustain a lush rainforest environment with a remarkably diverse ecology. In the low gravity, the trees of the rift jungles reach heights of two or three kilometers.

Oyarsa B's rift jungles contain three distinct ecosystems, each with its own distinct flora and fauna. The uppermost reaches of the jungles, encompassing the treetops and the top 1,600 meters of growth, are cold and nearly airless. The central two kilometers of the jungle are a warm and humid Class M environment, home to a wealth of plant and animal forms. The lower 500 meters of the rifts is a very different biome: Volcanic vent gases and the decomposition of all the biomass which eventually falls to the rift floor create a dense, highly toxic atmosphere composed of methane and caustic trace gases. Light never reaches the canyon floors. During Oyarsa B's meteor season, meteor impacts frequently ignite vast pockets of accumulated methane on the rift floors. The resulting explosions gave rise to the natives' name for the season: Hiding Time.

On Oyarsa B, "day" and "night" can be confusing. The moon's day, that portion of time when the surface faces Epsilon Tauri, is actually darker than the night, when the surface faces Oyarsa. Whereas Epsilon Tauri is a bright point source among the stars, Oyarsa dominates the night sky, and is reflective enough to provide a large amount of light to the surface. At any event, the thick canopy of the jungle rifts filters the light, bathing the central and lower reaches in a dim, rosy light which turns to near total darkness during the day.

Away teams visiting Oyarsa B's habitable zone find themselves in a vertical world of dizzying heights and shadowy depths, without any hint of ground or floor. Visitors must quickly learn to move about as the local animals do: leaping and crawling from branch to branch, or swinging from vines. The low gravity makes falls less hazardous than they might be otherwise, but the careless or unlucky could find themselves impaled by thorns or branches or plummeting onto the dark toxic rift floor. Landing zones for shuttlecraft are practically nonexistent, and the density of the canopy can make beaming in a tricky proposition.

LOCATIONS

A great mesa stands at the juncture of two large rifts. The surrounding jungle is much thinner than normal, providing a clear flight path to and from the promonto-

ry. Vollost Greel, an infamous pirate and smuggler, has established a base in a system of caves halfway up the mesa. Greel and his band arrived just over three Earth years ago and have yet to be traced back to their hideout. The smugglers have taken to poaching and exporting rare fruits and animals as a sideline, activities outraging the moon's natives.

HISTORY

Long ago, the Iconians first arrived on Oyarsa B and soon noticed the chemosynthetic microbes which teem around the volcanic vents at the rift floors. After long experimentation and careful research, the Iconians were able to terraform the rifts into a more habitable environment. They seeded species from other worlds and genetically altered them to thrive in the new environment. Once the experiment was complete, the Iconians moved on. The initial Federation survey of the Epsilon Tauri system in 2240 missed the moon entirely, and Oyarsa B matured unmolested until the arrival of Greel and his band.

POPULATION

The jungles of Oyarsa B shelter one sentient species: the Tr'Nee. The Tr'Nee are arboreal marsupials with prehensile tails, long dexterous digits, and large round eyes, similar to terran lemurs. The average adult male measures 1.3 meters from head to tail, and the females are slightly smaller. Infant Tr'Nee cling to their mother's coats until they are mature enough to travel the branches on their own. Tr'Nee are primarily frugivores, subsisting on the many varieties of fruit and supplementing their diet with captured game. Average lifespan is 155 local years (31 standard years).

The Tr'Nee have visual and aural acuity which surpass human norms, but their keenest sense is smell. All Tr'Nee possess scent glands on their hands and at the base of their tails, which can produce a wide variety of chemical markers. The Tr'Nee language consists of a complex array of hoots, shrieks, and chirps, with an olfactory component that conveys various nuances and subtle shades of meaning. Universal translators are unable to interpret or duplicate Tr'Nee scents accurately, which might lead to interesting blunders during initial communications.

Socially, the Tr'Nee are organized into bands consisting of several extended family groupings. The bands

TR'NEE

Attributes

Fitness 2 [4]
  Strength -1
Coordination 3 [5]
  Dexterity +1
Intellect 2 [5]
Presence 1 [5]
Psi 0 [3]

Skills

Athletics (Climbing) 2 (3)
Craft (choose Specialization) 1 (2)
Culture (Tr'Nee) 2 (3)
History (Tr'Nee tribe) 1 (2)
Hunting (Forest) 1 (2)
Language
  Tr'Nee 2
Primitive Weapon (choose Specialization) 1 (2)

Typical Advantages/Disadvantages

Enhanced Vision +2, Night Vision +2

wander through the jungles in seasonal rounds, moving from food source to food source. Each band is led by a chief who is advised by a council of elders called *Hree'tokk* (literally, "star watchers"). The *Hree'tokk*, typically females past their childbearing years, climb to the highest boughs of the jungle, braving the cold and dizziness to watch the stars and keep the count of days.

The Tr'Nee live a hunter-gatherer lifestyle using preindustrial technologies. Clothing is minimal, although hunters and Tr'Nee of status often wear elaborate braided ropes for ornamentation. The Tr'Nee exhibit an aptitude for tool-making, although most tools are quickly discarded after use. They use stones carried from rift walls to crack nuts, gourds to store water, and bone- or thorn-tipped spears to hunt. They catch certain types of game using traps. The Tr'Nee are also adept at using scent to help them hunt or in defense. Adult Tr'Nee can alter the musk produced by their scent glands to imitate the scents of other fauna. Tr'Nee hunters often lure away predators by planting false scents, or might trick predators into attacking their enemies by the same means.

The Tr'Nee have developed a careful understanding of astronomy and rudimentary mathematics, which the *Hree'tokk* use to calculate the arrival of Hiding Time. During that turbulent season, the bands move to the cliff walls and ride out the season in caves, living on stored food.

The coming of aliens to Oyarsa B has left the Tr'Nee in a state of turmoil. Wondrous as these strange Sky People seem, the destructive tendencies of Greel's pirates have left the natives very suspicious. Once the pirates started poaching and kidnapping Tr'Nee, the local bands put aside their differences and sent out the call for a great moot. Soon more than forty bands will come together to draw battle lines against the Sky People. The Tr'Nee consider hostile any aliens they encounter, and may lure them into an ambush using manipulated predators.

NEW SKILLS

Hunting (Intellect)

Characters with this skill are familiar with pursuing animals and killing them for food. They know where to find game and their habits, and how to pursue their prey. In the 24th century, with its replicators and processed foods, this skill is largely forgotten. Generally most Federation citizens hunt with holocameras. Specializations cover the type of game being hunted. Note: This skill does not cover the killing of prey, just finding and tracking it.

Specializations: Large Animal, Small Animal, Specific Terrain (forest, mountain, desert, and so forth)

Craft (Intellect)

A character with this skill creates objects for their utility, and for a living. This differs from Artistic Expression, which is largely concerned with creating objects for their beauty. An object made using the Craft skill could be considered art, but that is not its primary function. Making a clay pot to hold water is very different from making one as a work of art.

Specializations: Basket-making, Pottery, Sewing, Weaving

GOVERNMENT

Oyarsa B has no centralized government. The Tr'Nee bands of each rift meet once every four local years in a great moot to arrange marriages and reaffirm tribal alliances.

STRATEGIC IMPORTANCE

The Oyarsa system lies near the border with Klingon space. The interference from Epsilon Tauri and Oyarsa make the moon difficult to scan accurately, and therefore an ideal location for a secret base.

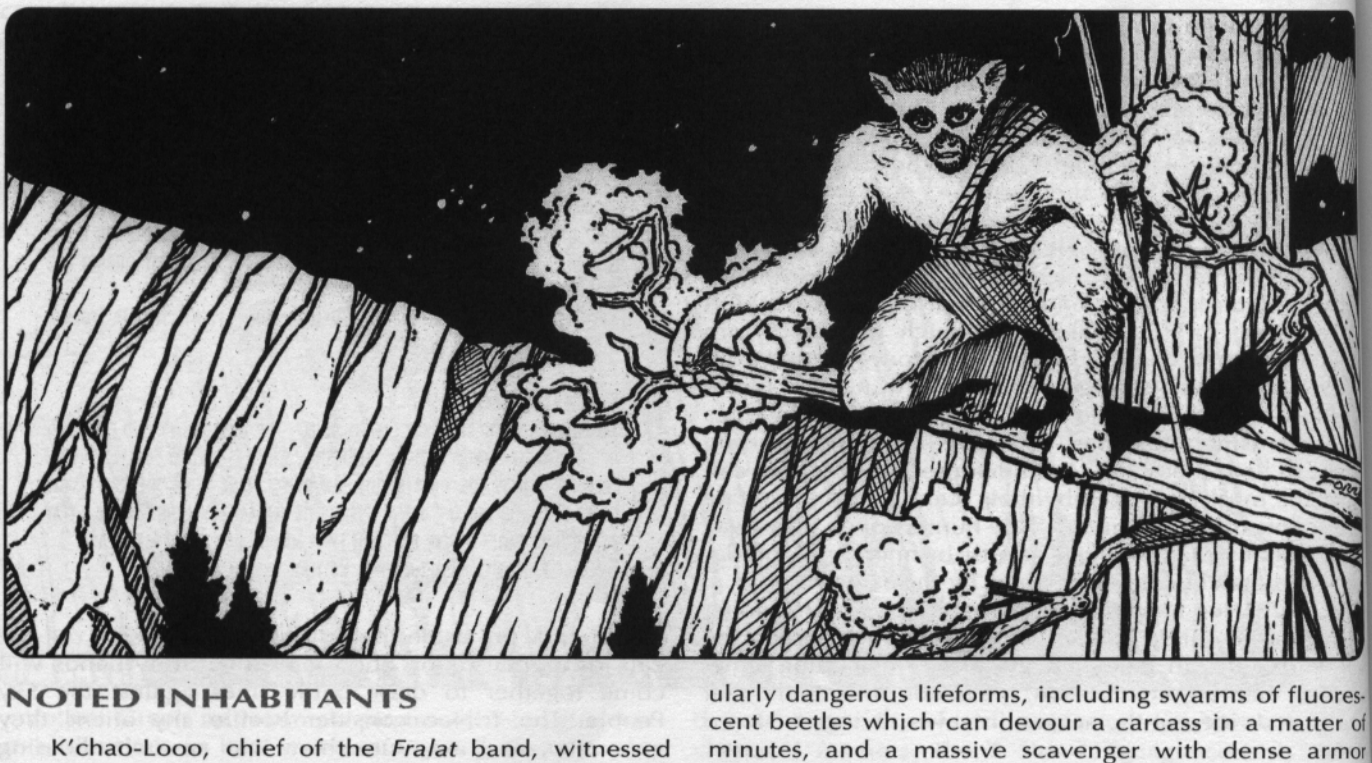
PRESENT CONFLICTS

While feuds and competition among the various Tr'Nee bands are frequent, the conflicts never escalate into full-scale war. The disparate bands are neither advanced nor organized enough to bear out such a protracted conflict.

However, the increasing cruelty of the Sky People has enraged the Tr'Nee; they realize that some sort of coordinated action will be necessary to prevent the wholesale violation of their homes among the rifts. Exactly what this action will be, none can say.

EXPORTS AND IMPORTS

Greel's smuggling operations are Oyarsa B's only exports. The pirates have made a lucrative business of selling Oyarsan fauna, skins and hides, and various exotic fruits. More recently, enslaved Tr'Nee have joined the list of exports; they are sold to the Ferengi for use as slaves or pets.



NOTED INHABITANTS

K'chao-Looo, chief of the *Fralat* band, witnessed firsthand the massacre of a neighboring band. He is convinced that the Sky People must be driven from the jungles forever. A charismatic leader and shrewd tactician, K'chao-Looo gained a reputation as "chief of chiefs" and is the driving force behind the great moot. Suspicious and hostile toward aliens at first, he is canny enough to recognize genuine offers of peace and friendship when he hears them.

Vollost Greel, the leader of the band of "Sky People" pirates and smugglers, is a native of Rigel IV. He is wanted for piracy, theft, and murder throughout Federation and Cardassian space. Greel has at least two ships at his command, along with a large freighter used to haul booty or contraband. A favored tactic of his gang is to use the freighter as a lure, drawing targets with a false distress signal. Greel has shady connections with both the Ferengi and the Orion syndicates, and has already amassed a small fortune.

CREATURES

The three climates of Oyarsa B are home to a bewildering variety of flora and fauna. Vines, creepers, and other opportunistic plants thrive in the cold zones, along with slime molds, insects, and a few avian forms which are adapted to the cold. The central zone offers the widest variety of animal life. Massive tree sloths hang from the jungle boughs, and insects of all descriptions—some quite venomous—crawl, buzz, and swarm among the boughs.

Eyeless vipers and constricting snakes which hunt by smell alone are common. Other dangerous predators include lightning-fast, 4-meter-long centipedes with razor-sharp mandibles, and a particularly voracious gliding mammal which drops on its prey by surprise. All manner of shrew-, squirrel-, and birdlike animals live in the canopy. The lower reaches are home to some particularly dangerous lifeforms, including swarms of fluorescent beetles which can devour a carcass in a matter of minutes, and a massive scavenger with dense armor plates and long horns which aggressively defends its territory against intruders.

The flora of Oyarsa B is, if anything, more diverse than the fauna. Ferns, vines, and hanging mosses are omnipresent. Fruit- and flower-bearing plants are plentiful. Some of the flora are carnivorous, utilizing toxic thorns, sticky glues, or constricting tendrils to overcome their prey. The kilometer-tall trees form the critical skeleton of the rift jungles; their trunks and branches provide habitats for opportunistic plants and all of the jungle's animal life.

EPISODE IDEAS

Bitter Fruit: The Crew is called in to help treat and contain an outbreak of a strange parasitic infection affecting several colonies near the Epsilon Tauri system. After careful research, the source is found: an almost microscopic mite that thrives in ultraviolet light. A new, very tasty variety of fruit is the source of the mites. The fruits can, by way of an unscrupulous free trader, be traced to a group of smugglers who operate in the vicinity of Epsilon Tauri. The smugglers are Greel's band, finally caught poaching. Once on Oyarsa B, the Crew might find out about the pirates' offenses against the Tr'Nee. Once the sentience of the Tr'Nee is discovered, the Crew must decide how to minimize the cultural damage to the moon's inhabitants.

Hidden Hand: Any biologist who carefully studies the rift jungles cannot help but come to a startling conclusion: The biosphere of Oyarsa B, while self-sustaining and perfectly balanced, could never have arisen on its own. A careful survey of the flora and fauna and a journey into the dark underregions might at last reveal the truth: Oyarsa B was terraformed millennia ago by the Iconians. Intact Iconian installations might still lie at the bottom of the deeper canyons.

QUALOR II

Qualor II is home to a Federation surplus ship depot. Its remote location in Sector 213, a region frequented by pirates, smugglers, and illegal arms traders, ensures that Qualor II often finds itself in the midst of intrigue and illicit activity. In addition, Qualor II lies only 1.3 light years from the Romulan Neutral Zone, a fact which played a key role in the establishment and development of both Qualor II and the entire Qualor system.

SOLAR SYSTEM AND ENVIRONMENT

Qualor II is the second of six planets orbiting the star Qualor. It is a Class M world similar to Earth and Alpha Centauri in many respects. Its sister, Qualor III, is also Class M. However, neither planet has any sentient native lifeforms.

LOCATIONS

There are only a few notable locations on Qualor II (besides, of course, the Zed 15 ship depot). Torrallia is the planet's "capital" and largest city; it is an important trade center in Sector 213. Amarie's Bar, a "watering hole" often patronized by arms dealers, is located in Torrallia; it is named for its four-armed piano player.

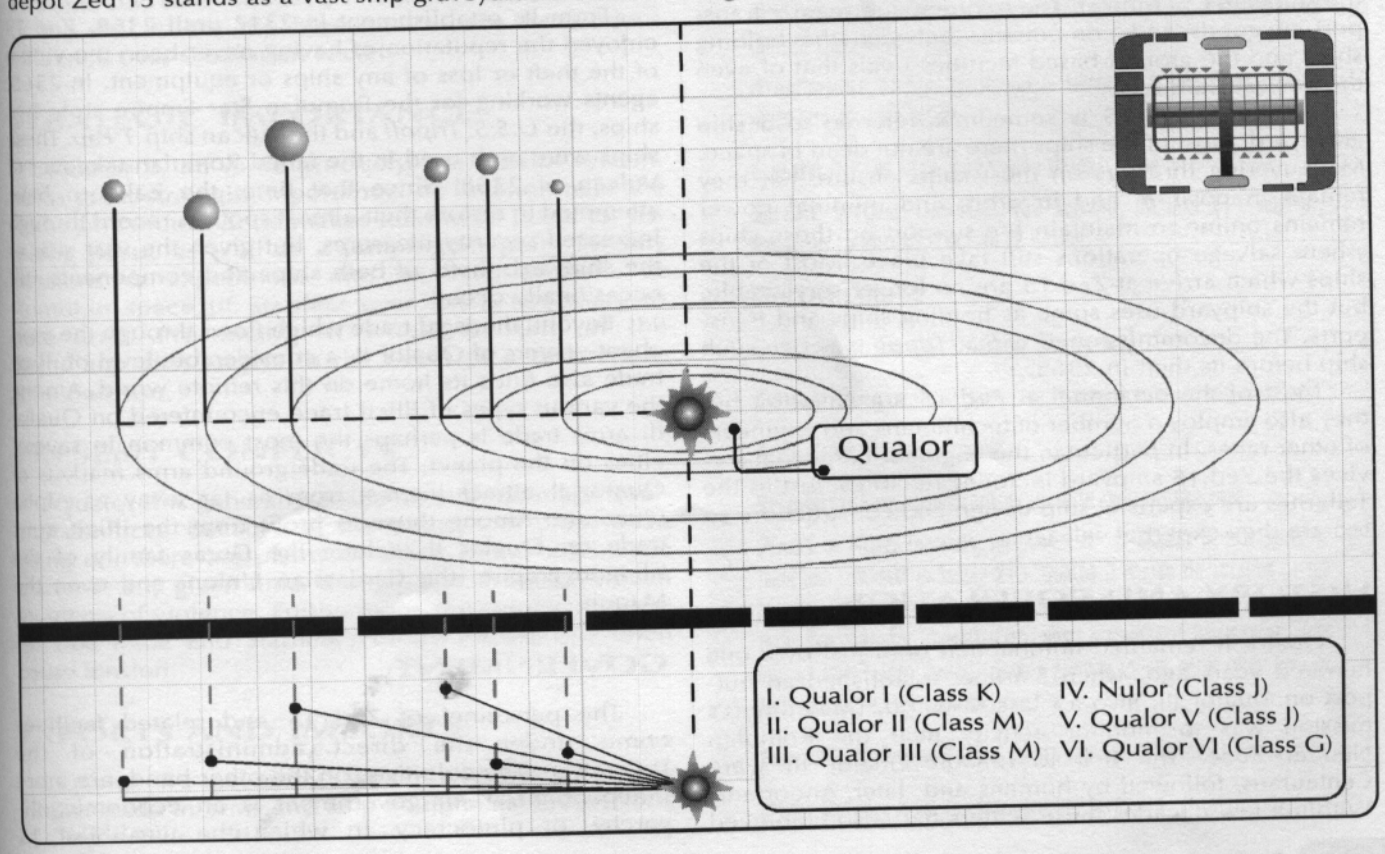
FEDERATION SURPLUS SHIP DEPOT ZED 15

Encircling Qualor II, the Federation surplus ship depot Zed 15 stands as a vast ship graveyard. It is home to hundreds of decommissioned Federation and Starfleet starships, including those from nearly every Federation member world. Although the depot and shipyard orbit Qualor II, the depot's administration facilities are located on the planet's surface.

The enormous shipyard, which virtually surrounds the planet like one of the rings of Saturn, holds over 5,000 ships. It is divided into over 7,000 areas, each designated by a system of coordinates devised by the Zakdorn. The Zakdorn organize the shipyard into 360 distinct areas, each stretching the equivalent of one degree along the orbit of the shipyard around the planet. Each of these areas is then further divided into 200 individual sections. In most cases only a single ship occupies any single section of the shipyard, but some areas contain multiple smaller-sized ships such as transport ships, runabout-class ships, and small fighter-type craft.

Generally, ships visiting Zed 15 must remain outside its perimeter rather than being permitted to navigate in and around and between the ships stationed at the shipyard. In certain circumstances, navigation through the shipyard itself is permitted, but is limited to a top speed of 200 kph.

When a ship arrives at Zed 15, the Zakdorn catalog it and assign it a section of the shipyard. Within a few days of its arrival, a team of technicians reviews the ship for any salvageable equipment and components and files a salvage report with the shipyard administrator. Engineering teams then board the ship and begin the long process of salvaging its equipment and components. The salvage team marks and catalogs the components removed from each ship before transporting them to holding ships located along the perimeter of



the shipyard. This thorough, but often painstakingly slow, process has led some larger ships to remain stationed at Zed 15 for years before being stripped completely of salvageable components.

The Zakdorn sell some components to merchants and traders and Federation member worlds, but keep many in storage until requested or purchased. As supplies of various components and equipment change over time, the Zakdorn route the stockpiles of components between the various holding ships located along the shipyard's perimeter. The frequent and regular transport of goods and components between the holding ships and the ground-based facilities rivals that of even the busiest starbases.

Although Zed 15 is sometimes referred to a ship graveyard, most of the ships there are not dead in space. Maneuvering thrusters on most ships ensure that they remain in position and in orbit, and minimal power remains online to maintain life support on those ships where salvage operations still take place. Most of the ships which arrive at Zed 15 are no longer serviceable, but the shipyard uses some as holding ships and transports. The decommissioned *U.S.S. Tripoli* was one such ship before its theft in 2368.

Most of the personnel at Zed 15 are Zakdorn, but they also employ a number of technicians and engineers of other races. In particular, the engineer corps that services the Zed 15 shipyard includes Tellarites. Just as the Tellarites are experts at ship design and construction, so too are they expert at salvage.

HISTORY AND POPULATION

Qualor II remained uninhabited until just over one hundred years ago, when Starfleet established an outpost on Qualor III, also a Class M world. This outpost's mission was to monitor activity near the Romulan Neutral Zone. The first to inhabit Qualor III were Centaurans, followed by humans and, later, Andorians. Within a few decades these settlers had also colonized Qualor II, which quickly became a popular trading post in this sector of the Beta Quadrant. Eventually Qualor II formed its own government. When the Zakdorn joined the Federation, they were asked to lend their considerable strategic expertise to monitoring the Romulan Neutral Zone, and many of them were posted to Qualor III. When the Federation chose Qualor II as the site for a surplus ship depot in 2312, the Zakdorn assumed the duties of administering the facility, a role they have held since.

From its establishment in 2312 until 2368, Zed 15 enjoyed the reputation of having never been the victim of the theft or loss of any ships or equipment. In 2368, agents working for the Romulan Star Empire stole two ships, the *U.S.S. Tripoli* and the Vulcan ship *T'Pau*. These ships were both used in the failed Romulan takeover of Vulcan of 2368. Since that time, the Zakdorn have attempted to restore their almost spotless record through increased security measures, but given the vast size of the shipyard, thefts of both ships and components still occasionally occur.

Beyond the legal trade which flows through the merchant centers of Qualor II, a considerable level of illicit trade also finds its home on this remote world. Among the various types of illicit trade encountered on Qualor II, arms trade is perhaps the most common in several cities on the planet. The underground arms markets of Qualor II attract interest from as far away as Alpha Quadrant. Among those to profit from the illicit arms trade on Qualor II include the Duras family of the Klingon Empire, the Cardassian Union, and even the Maquis.

GOVERNMENT

The personnel of Zed 15 and related facilities come under the direct administration of the Federation. The colonists, on the other hand, are more independent. Their government is an economic oligarchy, or plutocracy, in which the wealthiest 15

persons on the planet, as determined by a permanent bureaucracy, rule. In effect, this makes the bureaucracy the real rulers; the bureaucrats have tremendous influence over Qualorian society.

STRATEGIC IMPORTANCE

Qualor II, or, more precisely, the Qualor system, holds great strategic importance. Its location near the Romulan Neutral Zone makes it an ideal place for listening posts, as well as a jumping-off point for any missions or expeditions into the Neutral Zone or Romulan space (if Starfleet ever felt it necessary to take any). Presumably it would be one of the Romulans' first targets in the event of a Federation-Romulan war.

PRESENT CONFLICTS

Qualor II is generally peaceful, with no major societal conflicts. Because of the amount of illicit trade going on, there are plenty of shady characters on the planet at any given time, though, and there have been incidents of violence. Furthermore, the colonists' desire for free trade and Starfleet's desire for security often cause tension.

EXPORTS AND IMPORTS

Qualor II's economy, which is based primarily around trade in arms and ship equipment, is described in the previous sections.

NOTED INHABITANTS

Klim Dokachin is the chief administrator of Zed 15. Like many Zakdorn, he is fussy, precise, meticulous, and disdainful of conflicting opinions, but even for a Zakdorn Dokachin takes these qualities to extremes. In short, he's an extremely unpleasant person to work for or spend time with.

A fat Ferengi named Omag, one of the most well known arms traders on Qualor II, can be found regularly at Amarie's Bar in Torrallia. He visits the lounge nearly every day and always requests his favorite song, "Melor Fanagal." Omag was among those involved in the theft of ships and components from the Federation shipyard which were used in the failed Romulan conquest of Vulcan in 2368.

CREATURES

There are many indigenous lifeforms on Qualor II, though few are bigger than a large dog. The best known is probably the *gzilgra*, a greenish-brown porcupinelike

QUALOR II

PLANET NAME: QUALOR II

CLASS: M

SYSTEM DATA: QUALOR II HAS NO MOONS.

GRAVITY: 1 G

YEAR AND DAY: 330/25

ATMOSPHERE: OXYGEN-NITROGEN, WITH HIGH CARBON-DIOXIDE AND TRACE ARGON CONTENT; EARTH-NORMAL PRESSURE

HYDROSPHERE: 65% OF THE SURFACE OF QUALOR II IS COVERED WITH WATER, WHICH INCLUDES FOUR OCEANS.

CLIMATE: DRY AND WARM, WITH STRONG SEASONAL STORMS

SAPIENT SPECIES: CENTAURANS (30 MILLION), HUMANS (10 MILLION), ANDORIANS (5 MILLION), ZAKDORN (2 MILLION)

TECH LEVEL: LEVEL SIX

GOVERNMENT: ECONOMIC OLIGARCHY (PLUTOCRACY)

CULTURE: OPPORTUNISTIC CULTURE, LARGELY DEVOTED TO TRADE AND COMMERCE

AFFILIATION: FEDERATION COLONY

RESOURCES: SURPLUS SHIP COMPONENTS TAKEN FROM THE SHIP DEPOT

PLACES OF NOTE: TORRALLIA, THE LARGEST CITY OF QUALOR II, IS A CENTER OF TRADE AND COMMERCE IN SECTOR 213. QUALOR II IS ALSO THE LOCATION OF THE ADMINISTRATION FACILITIES OF FEDERATION SHIP DEPOT ZED 15. BEYOND ITS LEGAL TRADE AND COMMERCE, TORRALLIA ALSO HOSTS CONSIDERABLE ILLICIT TRADE, MOST NOTABLY ARMS TRADES. AMARIE'S BAR, A POPULAR LOUNGE OFTEN FREQUENTED BY ARMS DEALERS, IS LOCATED IN THIS CITY.

SHIP FACILITIES: QUALOR II HAS LIMITED SHIP REPAIR/REFIT FACILITIES IN ORBIT.

OTHER DETAILS: HOME TO FEDERATION SHIP DEPOT ZED 15.

creature whose extremely tough, leathery hide is covered with sharp spikes or thorns. These creatures are very difficult to find and kill, but are considered a delicacy on Qualor II and so are often hunted by the colonists.

EPISODE IDEAS

Sympathies: The Crew's ship receives orders to investigate the ruins of a crashed Federation transport ship near the Badlands along the Cardassian/Federation border. Among the debris are photon torpedo launcher components, which the transport ship was not originally equipped with. An investigation reveals that the components come from the *U.S.S. Stalgreave*, a Starfleet ship decommissioned to Zed 15 several years ago. The characters must persuade the Zakdorn to help them in their investigation, which reveals the components were stolen from the *Stalgreave*. Further investigation eventually reveals that Maquis sympathizers within Starfleet stole the components and were attempting to route them to a Maquis base in the Badlands.

Watchers: Several of the abandoned ships are large and stable enough to serve as hideouts or bases for pirates or smugglers. A small cell of the Andorian *Am Tal* has commandeered one such vessel, a retired Andorian cargo ship (see ***The First Line: Starfleet Intelligence Handbook*** for more information about the *Am Tal*). The agents there are engaged in covert surveillance of the shipyard; they are looking for a suspected Romulan agent in this sector. If they were to uncover something which needed to be acted upon immediately, they might surreptitiously provide the information to the Crew's ship so as not to reveal themselves.

RISA

Risa. The name conjures visions of exotic vacations, beautiful people, and a place where you can have or do just about anything you want—for the right price, of course. "All that is ours, is yours" is the planet's motto, and her citizens do their best to live up to that motto. As the galaxy's ultimate vacation destination, Risa is a planet the members of the Crew are sure to visit at least once in their careers. But it's not just a paradise of leisure and relaxation; there's also more than enough intrigue going on there to keep the Crew on its toes.

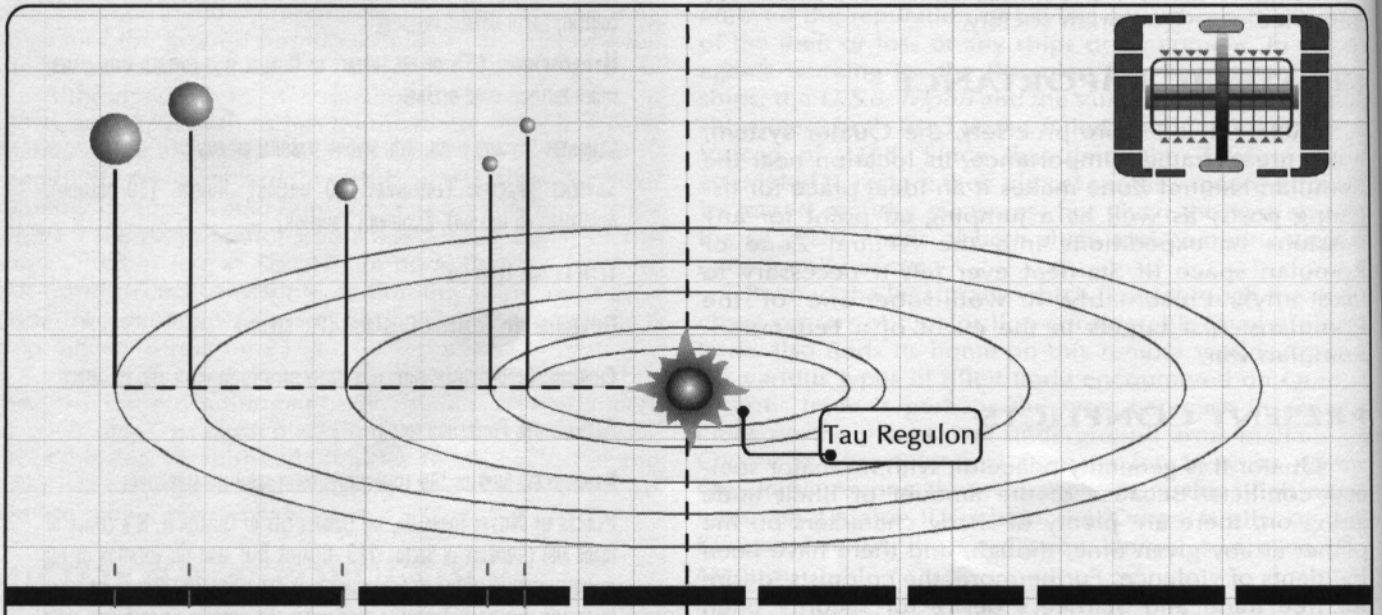
SOLAR SYSTEM

Risa orbits a binary star. Its suns, Tau Regulon and Tau Adrion, are G2 V (bright yellow dwarf) stars with five planets orbiting them. Tau Regulon I and II are both Class D planets, crude balls of rock which are incapable of supporting life. Similarly, Tau Regulon IV and V are Class J planets and also cannot support life. The system contains no asteroid belts and has few comets.

Risa has one moon, Atheria. It is not inhabited, but is renowned throughout the galaxy for its beauty when seen from Risa's surface. It has inspired countless poets, songwriters, and lovers. It lends its name to Atherian wine, a popular Risan vintage.

ENVIRONMENT

When Risa was discovered, it was a geologically unstable planet wracked by rainy, stormy weather—in the words of one Starfleet officer, it was a "rain-



soaked, geologically unstable jungle." Today, thanks to the Felkar-Terrellin weather-control matrix, a network of seismic regulators, and terraforming efforts, Risa is a paradise. Its weather is pleasant and balmy, usually ranging from 22°-30° Celsius in most areas. There are tropical regions which are warmer, and northern temperate to arctic regions which are much colder and even get snow in the wintertime (how else could vacationers go skiing?).

LOCATIONS

There are many locations on Risa which are renowned throughout the galaxy. Chief among these is the fabulous Risan Grande Hotel, an enormous hospitality facility whose reputation for excellent, meticulous service is unparalleled in Alpha Quadrant. The Grande can host as many as 10,000 guests at once, and has literally hundreds of conference rooms, holosuites, and activity centers to keep its guests occupied. On any given day a visitor can take a class, go swimming, fight as a Klingon against terrible alien foes in a holosuite simulation, and eat a gourmet meal—all without leaving the confines of the hotel.

Risa City, the planet's capital, is well known for its exciting nightlife. The hottest of hot spots is Nova, an enormous club which offers a wide variety of entertainment. Whether a visitor wants to gamble, see a show, dance, or engage in activities of a more intimate nature, he can do it at Nova.

Even on a planet known for its great beauty, Temtibi Lagoon stands out. Its natural splendor, tranquility, and crystal-clear waters make its environs ideal for swimming, fishing, hiking, or just relaxing in the shade with a cool drink. Arandis, Chief Facilitator for the Lagoon, is also known for her own great beauty.

The tallest mountain on Risa is Mount Kevral. Its slopes are ideal for skiing and other winter sports, and the Kevral Mountain Lodge, run by the obsequious Ferengi hotelier Kreg, caters to vacationers' every whim. Because the Lodge is isolated from the main vacation spots on the planet, it is the preferred destination for vacationers who prefer quiet relaxation and a hot cup of cocoa to the glittering nightlife of Risa City.

HISTORY

Risa was first charted by Starfleet in the year 2272. Although it was a Class M world, it did not seem like an appealing home for potential colonists due to its tectonic instability and almost constant rainy weather. The only lifeforms were various molds, slimes, lichens, and algae.

Enter Federation scientists Grev Felkar and Judatha Terrellin. A married couple, this Tellarite and Centauran were experts at weather control and terraforming. Risa was just the sort of challenge they were looking for, and an opportunity to test out some of their new theories and processes as well.

Thirty years later, Risa was a different place. Felkar had first installed an elaborate weather-control matrix to regulate the ever-present storms, and seismic regulators to stabilize the planet geologically. Then Terrellin, with his help, began reshaping the world's terrain and ecology to make it as pleasantly Earth-like as possible. Harsh lands were molded into beautiful fields, forests, and streams. Ordinary lagoons and bays were reshaped to make them perfect for water sports. Plants and creatures both ordinary and exotic were imported to give the planet some life of its own.

When their work was complete, Felkar and Terrellin applied for a colonization permit with the announced intention of creating a "luxury resort planet for the citizens of the Federation." With the help of several people who were interested in the business and entertainment possibilities Risa afforded, they obtained permission to start a colony. They maintained high standards for whom they were willing to admit to their colony so they could maintain a level of quality which would attract tourists and visitors from across known space. Every colonist had to file a business proposal with them and explain how his presence on the planet would enhance, not hinder, Felkar and Terrellin's vision.

The rest, as they say, is history. Risa proved to be an enormous success and quickly outstripped all other tourist destinations to become the galaxy's preferred spot for vacationers, honeymooners, and people in search of relaxation. Today the name "Risa" is synonymous with sybaritic luxury and unforgettable vacations.

RISA

PLANET NAME: RISA (TAU REGULON III)

CLASS: M

SYSTEM DATA: RISA HAS ONE MOON.

GRAVITY: 1.0 G

YEAR AND DAY: 360/24

ATMOSPHERE: OXYGEN-NITROGEN ATMOSPHERE; EARTH-NORMAL PRESSURE

HYDROSPHERE: 73% OF RISA IS COVERED WITH WATER, INCLUDING FOUR OCEANS AND NUMEROUS FRESHWATER LAKES, RIVERS, AND STREAMS.

CLIMATE: RISA'S ORIGINAL CLIMATE WAS WET, STORMY, AND UNPLEASANT. THANKS TO WEATHER-CONTROL TECHNOLOGY, TODAY RISA'S CLIMATE IS GENERALLY TEMPERATE AND MILD. WHILE THERE ARE REGIONS IN THE NORTH WHICH ARE WELL SUITED FOR TOURISTS WHO LIKE TO SKI OR MOUNTAIN CLIMB, MOST OF RISA'S WEATHER AND TOPOGRAPHY IS VERY GENTLE.

SAPIENT SPECIES: HUMANS (95,000), CENTAURANS (28,000), OTHER RACES (23,000)

TECH LEVEL: LEVEL SIX.

GOVERNMENT: REPRESENTATIVE DEMOCRACY

CULTURE: HEDONISTIC VACATION PLANET

AFFILIATION: FEDERATION COLONY

RESOURCES: ITS GALAXY-RENOWNED RESORTS AND VACATION CENTERS

PLACES OF NOTE: TEMTIBI LAGOON, RISA CITY, MT. KEVRAL

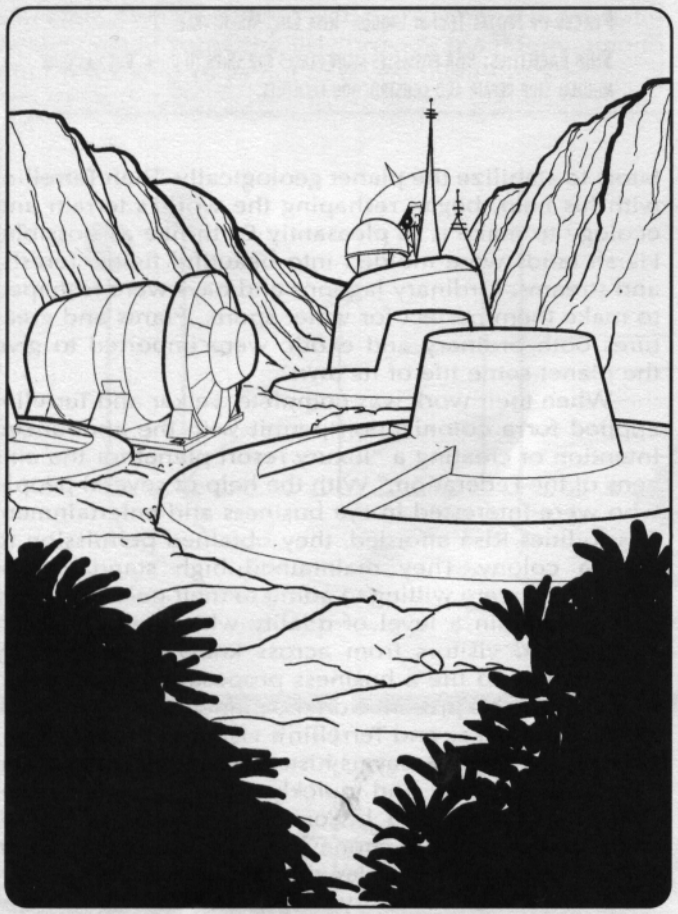
SHIP FACILITIES: RISA POSSESSES MANY PLACES FOR SHIPS TO DOCK, BUT HAS ONLY MINIMAL SHIP REPAIR AND CONSTRUCTION FACILITIES.

Among the notable events in recent Risan history was the discovery in 2366 that the fabled Tox Uthat, a device from the future capable of destroying entire stars, had been hidden on Risa by Kal Dano, the 27th-century scientist who created it. Captain Jean-Luc Picard of the *U.S.S. Enterprise-D* and the renegade human archaeologist Vash managed to find the device, and Capt. Picard destroyed it to prevent it from falling into the wrong hands.

POPULATION

Risa is inhabited by about 145,000 citizens, virtually all of whom work in the tourist or entertainment industry. At any given time its total population is more likely to approach half a million or more, thanks to the enormous numbers of tourists and visitors passing through. Several million visitors come to Risa every year, including numerous Starfleet officers and enlisted personnel on leave or furlough. In fact, Risa has become something of a haven for official types looking to "get away from it all." It's not unusual to see a Federation Council member relaxing on the beach next to a newly commissioned ensign on his first leave.

Although they work hard, the native Risans are also known as a carefree people who exalt leisure and relaxation above all else. They are sexually quite open, and encourage their guests to be the same. A small Risan statuette called a *horga'hn* is displayed to indicate a desire to engage in such activity, particularly a type referred to as *jamaharon*.



ORBITAL SKYDIVING

A POPULAR SPORT ON MANY FEDERATION WORLDS, ORBITAL SKYDIVING DIFFERS LITTLE FROM ITS ATMOSPHERIC VERSION. A SHUTTLECRAFT TRANSPORTS THE SKYDIVER TO HIGH ALTITUDE. TO HANDLE THE RIGORS OF REENTRY, THE ORBITAL SKYDIVING SUIT IS ESSENTIALLY A STANDARD ENVIRONMENT SUIT EQUIPPED WITH LIFE-SUPPORT EQUIPMENT TO PROVIDE OXYGEN, HUNDREDS OF SMALL POLYCOMPOSITE PLATES TO WITHSTAND THE TREMENDOUS HEAT, AND A TRIPOLYMER PARACHUTE. FEW CAN FORGET THE THRILL OF DROPPING TO A PLANET FROM SOME 800,000 METERS UP. RISA OFFERS ORBITAL SKYDIVING FOR THOSE VACATIONERS WHO TIRE OF LOUNGING POOLSIDE OR PURSUING THE PLEASURES OF JAMAHARON.

ARMOR: 4 POINTS OF PROTECTION FROM PHASERS AND DISRUPTORS

SIZE: 14 L (FOLDED) + BOOTS AND HELMET

MASS: 12 KG

DURATION: 25 HOURS

OTHER ACTIVITIES

There are plenty of other things to do on Risa besides those associated with *horga'hn*. In fact, just about anything which a vacationer wants to do can be arranged, though it may take credits and time. Some of the more popular activities include eating gourmet food (or even nongourmet, yet delicious, foods such as baked Risan beans); playing hoverball, parrises squares, racquetball, or other sports; exploring the planet's wild areas in a floater (a recreational hovercraft); taking a *reyamilk* soak (a type of soothing bath); and shopping (Risan tapestries and Risan perfume are just two of many well known Risan goods).

GOVERNMENT

Most citizens of Risa couldn't care less about government provided society is kept calm, peaceful, and good for business. Every six years the Risans in each Administrative District elect a Chief Facilitator who is responsible for running the local government in that area. The Chief Facilitators elect one of their number to serve as High Facilitator, or leader of the entire planet. The High Facilitator is commander of the Risan Security Force, which patrols the planet to prevent con artists, pickpockets, and the like from threatening or inconveniencing the guests. The RSF conducts its patrols while disguised as vacationers so that it disturbs the guests as little as possible.

Risa has never applied for membership in the Federation, and has no real desire to do so. The Risans are content to live in a colony.

STRATEGIC IMPORTANCE

In terms of its location, Risa has no strategic importance whatsoever. As a popular destination with Starfleet and Federation officers and personnel, however, it is an ideal location for spies and a certain amount of cloak-and-dagger intrigue. Agents of the *Tal Shiar*, Obsidian Order, and similar organizations mingle with the guests, hoping to learn valuable information from unwary Federation officials or even develop a relationship with an unsuspecting Starfleet

officer. For example, in 2368, First Officer Will Riker of the *U.S.S. Enterprise-D* met a beautiful woman named Etana Jol on Risa and began a romantic relationship with her. Unknown to him, Jol was a Ktarian operative who hoped through him to gain control of the *Enterprise*. She very nearly succeeded by introducing Riker to a psychotropically addictive Ktarian game, but fortunately the plot was thwarted.

EXPORTS AND IMPORTS

Risa has to import most foodstuffs and other supplies which it cannot replicate, since it has no native industries or agriculture. It has a few exports, such as Risan perfume, but most of its economy depends on getting people to come to it, not on sending things to them.

NOTED INHABITANTS

The current High Facilitator of Risa is Gailea Ulreshtri, a Centauran and former manager of the Risa Grande Hotel. She is a tall, middle-aged woman of striking demeanor. Although she takes her job seriously, she possesses a typical Risan "mañana" attitude which alien bureaucrats may find a little difficult to deal with.

Kreg, the Ferengi who owns the Kevral Mountain Lodge, is perhaps the richest individual on Risa. Although he is as interested as most Ferengi in profit, he also genuinely cares about his guests. Much to the chagrin of his staff, he is always willing to go the extra mile to make sure his guests have everything they need or want (an attitude which many other Ferengi find puzzling).

CREATURES

Risa has no native creatures, but is home to dozens of species introduced here by terraformers. Most are Terran or Centauran species, but there are representatives from dozens of planets across the galaxy. They range from fierce predators (such as tigers) to gentle, beautiful herbivores and birds. Dangerous animals are kept confined in vast nature preserves.

EPISODE IDEAS

The Web: While the Crew enjoys shore leave on Risa, one of them accidentally bumps into a beautiful woman, knocking her down. The woman is unhurt, and while she will accept apologies, she politely refuses any invitations to dinner or floater rides, which her good looks and pleasant attitude will no doubt bring. That's not the last the Crew will see of her, however.

Unknown to the unfortunate Crew member, this woman is a Centauran agent for Starfleet Intelligence carrying an isolinear chip containing valuable intelligence about *D'deridex*-class warbirds. She is being pursued by disguised *Tal Shiar* members who want the information back. She takes the opportunity to plant the chip on the Crew member who ran into her. Shortly thereafter she tracks the Crew member down to take him up on his original offer. The two of them must dodge *Tal Shiar* attacks while she tries to keep her secret for as long as possible, then fend off a final Romulan effort to recover the chip before the agent has a rendezvous with her starship.

Survival: While on vacation in the isolated Risan back country, the Crew and some NPC's are cut off from the rest of the planet and the galaxy when a freak ion storm temporarily renders both their communicators and the planet's weather control matrix nonfunctional. As storms begin to kick up and minor earthquakes begin, things quickly go from bad to worse. One of the NPC's is mauled by a wild animal (or injured in an accident, as the Narrator prefers). The Crew has to work together to get their injured comrade back to safety through a series of minor natural disasters and difficulties.

TELLAR

Tellar lies in the spinward region of Beta Quadrant, just beyond Alpha Centauri. Known for their great love of debate and engineering expertise, the Tellarites play a key role in the Federation.

SOLAR SYSTEM

The Tellar system consists of six planets orbiting a white subgiant star in Beta Quadrant. The Tellar homeworld, known simply as Tellar, is the third planet in the Tellar system. In addition, colonies thrive on the first, fourth, and fifth worlds of the system. There are also colonies on three of the five moons of the sixth planet, a gas giant named Boragus which is very similar in many regards to Jupiter.

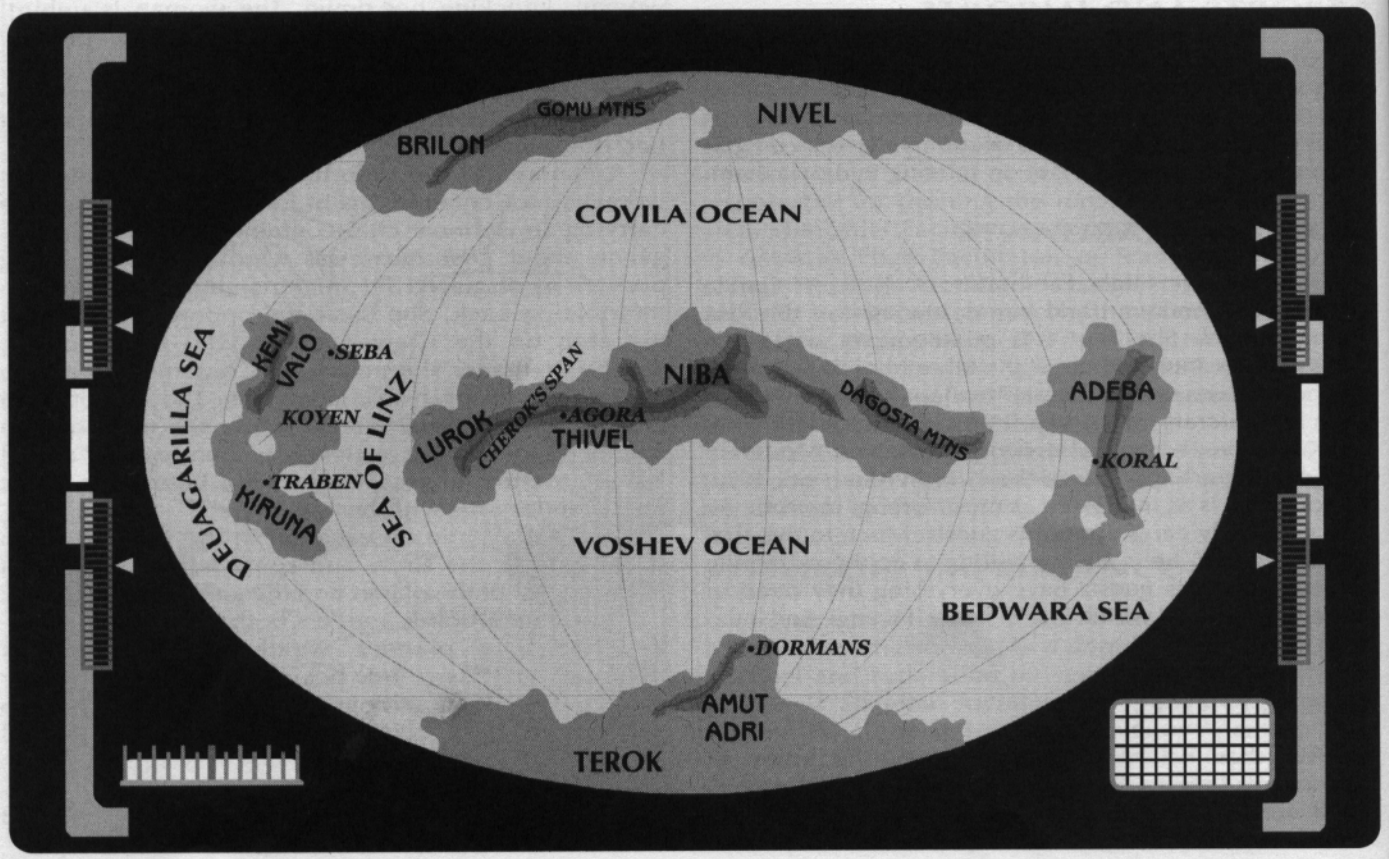
Of the planets in the Tellar system, only Tellar II remains unsettled. The site of the fatal crash of an experimental ship designed and flown by Tellar's first astronaut, Tellar II proved too difficult to terraform and settle, and so remains lifeless and barren. The planet was once home to several mining operations, but its bounty has long since been exhausted.

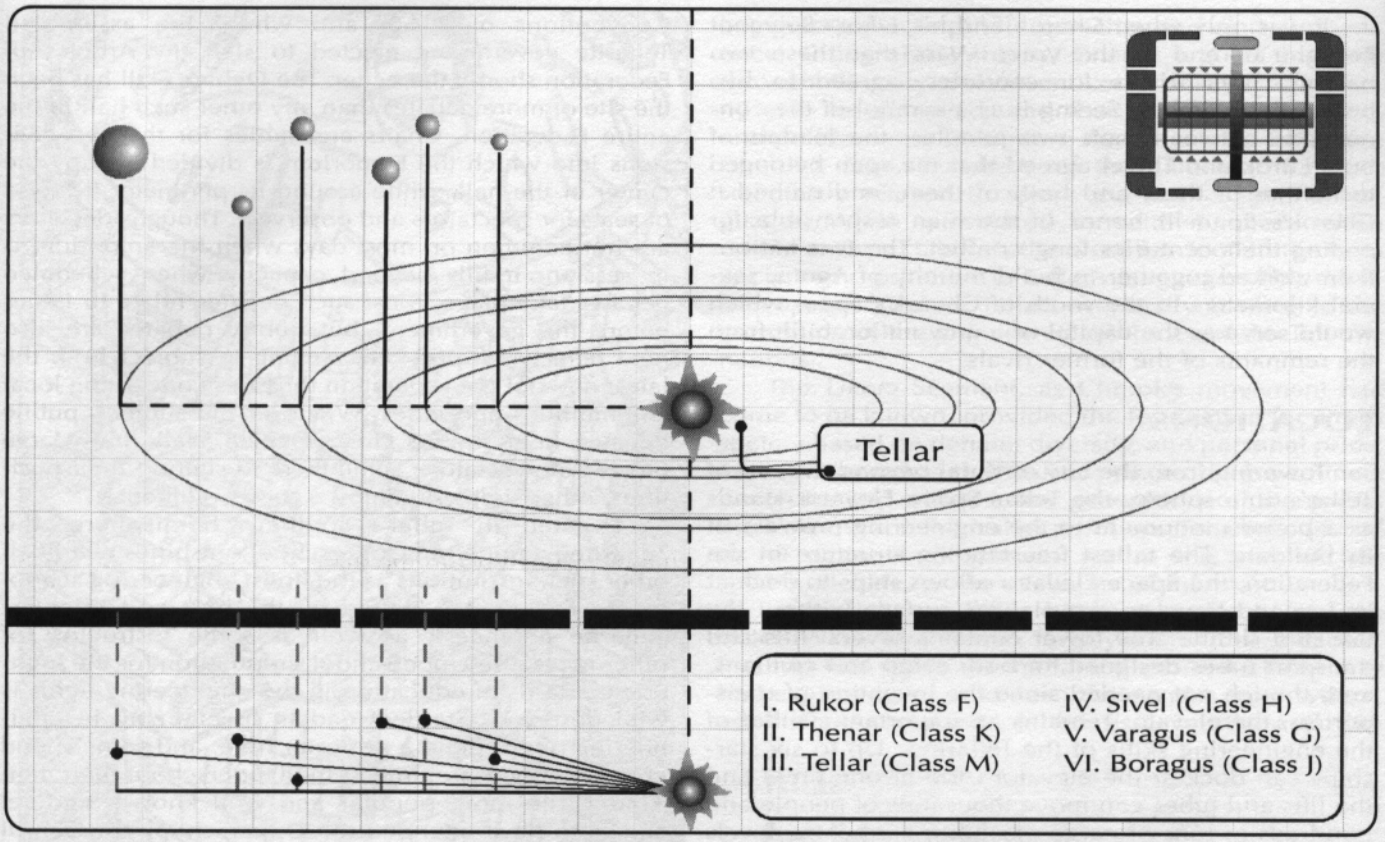
ENVIRONMENT

Lush jungles and mountains cover most of Tellar's surface. Vast stretches of mountain ranges occupy the majority of Tellar's continents, with smaller regions of deserts and temperate plains situated between these mountains. The mountains of Tellar host a wide variety of plant life, as diverse if not more so than Earth itself. From the deepest reaches of mountain valleys to the tops of these massive peaks, plant life ranging from tropical vines to giant pine trees covers nearly every square meter of these ranges. Only the uppermost portions of the Tellarite mountains are barren of plant life, where the rock and soil which form these peaks stretch up to the sky beyond the reach of the trees and plants below.

Arctic regions cover a full quarter of the planet, split evenly among Tellar's north and south polar regions. Solar flares combined with gases in Tellar's uppermost atmosphere turn the sky over these polar regions a brilliant yellow-orange color during the late evening hours of the winter and summer seasons, an effect very much like the *aurora borealis* and *aurora australus* on earth.

Small settlements and communities can be found all across Tellar's surface, but most of the population makes their home in vast mountaintop cities, some of which span entire mountain ranges. Some Tellarite cities perch on the sides of steep mountains, while others lie atop massive plateaus, and still others stretch across valleys between peaks, connecting nearby mountain ridges. These cities represent some of the most advanced achievements in Tellarite engineering, surpassed only by the Space Elevator (see "Locations", below). Engineers and architects from other worlds visit Tellar frequently to study the architecture and design of these cities, and even the most accomplished of these engineers can only stand in wonder and awe at the ingenuity which Tellarite cities represent. A veritable spider web of moving sidewalks





criss-cross through the cities, connecting large city blocks and buildings and enabling citizens and visitors to move about easily and quickly.

Clockwork devices of numerous styles and designs adorn many of the walls and surfaces of the cities of Tellar. Some serve no purpose beyond decoration, while others play an integral role in the operation of services such as plumbing and powering the moving sidewalks. From a distance, the precise movements of the gears and cogs of these clockwork devices almost blend into the intricate decorations and ornaments common to most structures in the cities, but as one gets closer and closer, the constant turning and moving of the clockwork components becomes apparent, bringing these metallic cities to life in a constant, graceful cycle of motion.

In addition to the portions of the cities built above ground, Tellarites cities also include expansive subterranean areas. The underground areas stretch deep beneath the surface of the mountains, more than doubling the actual size and space of these enormous cities. Rather than carve out a single vast chamber of rock inside the mountains, as is the practice among other races who build underground cities, Tellarite engineers carve out numerous small chambers, leaving hundreds of meters of rock between the hollowed-out chambers which make up the subterranean portions of their cities. While more difficult than other methods, this practice results in far safer underground structures. In addition to these chambers, tunnels line the underground portions of the cities, providing access between neighboring cities.

The most well known of Tellarite cities is Agora, the capital city of Tellar, named for the *Ukora* Segment and home to the Great Debate Hall (see "Locations", below). It is also the city closest to Cherok's Span, a natural rock formation spanning two parallel mountain ridges in Tellar's northern hemisphere. The two mountain ranges connected by Cherok's Span were each once part of rival nations, Lurok and Thivel, which fought violent battles against each other during the height of the Voice Wars, the ages-old conflict which nearly tore the world asunder. The rock formation between them, claimed by each nation as its own, stood tall above many ground battles fought between these two warring factions.

TELLAR SYSTEM

System Name: Tellar

Affiliation: Federation member

System Type: Single Type A4 IV (white subgiant) star

Inhabited Planets: Tellar (Tellar III)

Other Planets: Five other worlds; colonies exist on Tellar I, IV, and V, and on three of the five moons of Boragus (Tellar VI), which is a gas giant.

Other Stellar Objects: None

Artificial Objects: Starbase 223

SIS: Home of the Tellarites, unrivaled experts in debate and engineering

It was only when Cherok and his *Ukora* Segment brought an end to the Voice Wars that these two nations, bitter rivals for centuries, agreed to live peacefully together. Seeing it as a symbol of the connections between their two peoples, the leaders of both Lurok and Thivel agreed that the span belonged to neither of them and both of them, and named it Cherok's Span in honor of the man responsible for ending their centuries-long conflict. The two nations then worked together to build the city of Agora, several kilometers to the south of Cherok's Span, which would serve as the capital of a new nation built from the remnants of the former rivals.

LOCATIONS

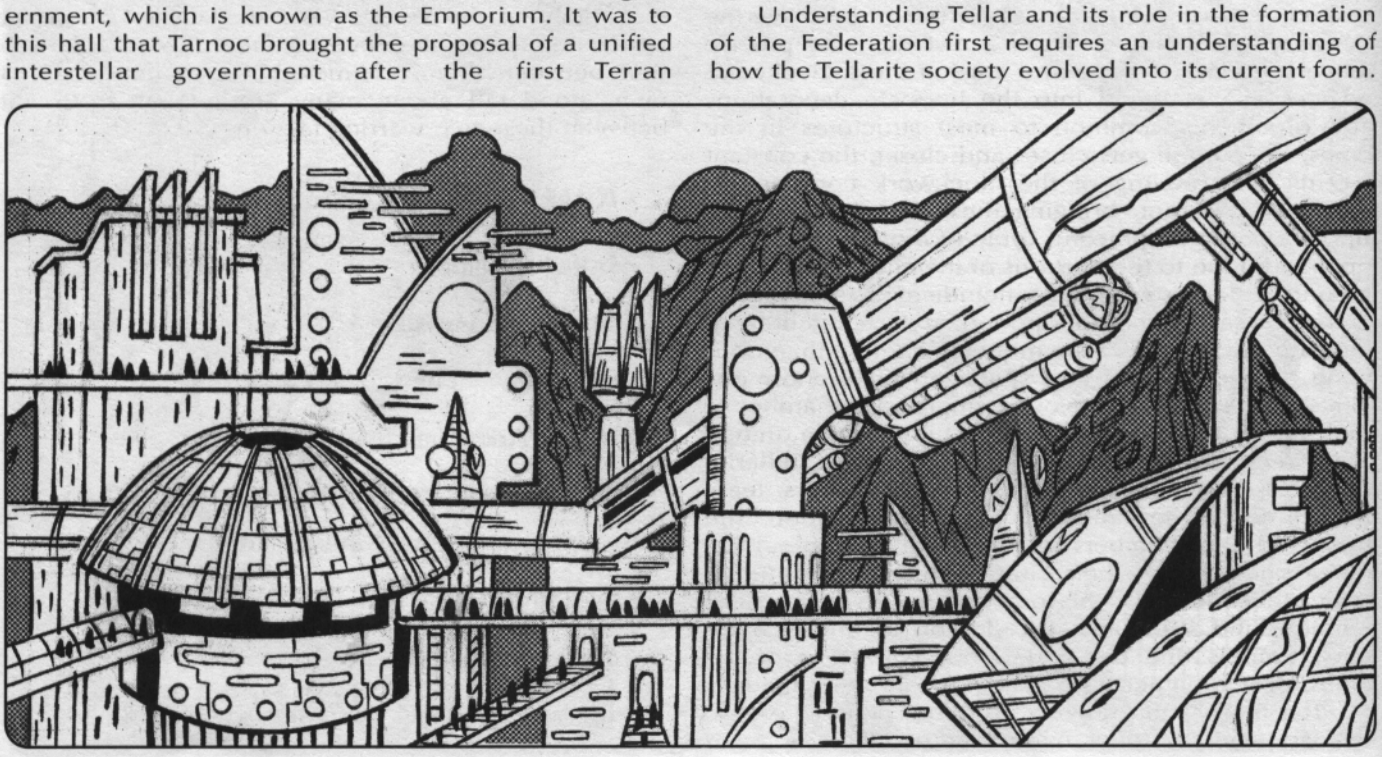
Towering from the city of Koral beyond the rim of Tellar's atmosphere, the Tellar Space Elevator stands as a proud monument to the engineering prowess of its builders. The tallest freestanding structure in the Federation, the Space Elevator allows ships to dock at its top and travel to the planet's surface without the use of a shuttle. The tower contains several lifts and transport tubes designed for both cargo and civilians, and, though not needed since the invention of transporters, the elevator remains an important symbol of the engineering skills of the Tellarites. Up to six starships can dock at the elevator's top at one time, and the lifts and tubes can move thousands of people and hundreds of tons of cargo per hour. Numerous levels lie between the elevator's top and bottom floors, all of which contain shops, restaurants, and marketplaces which service the millions of tourists and visitors from across the Federation who travel to this unique architectural and engineering marvel.

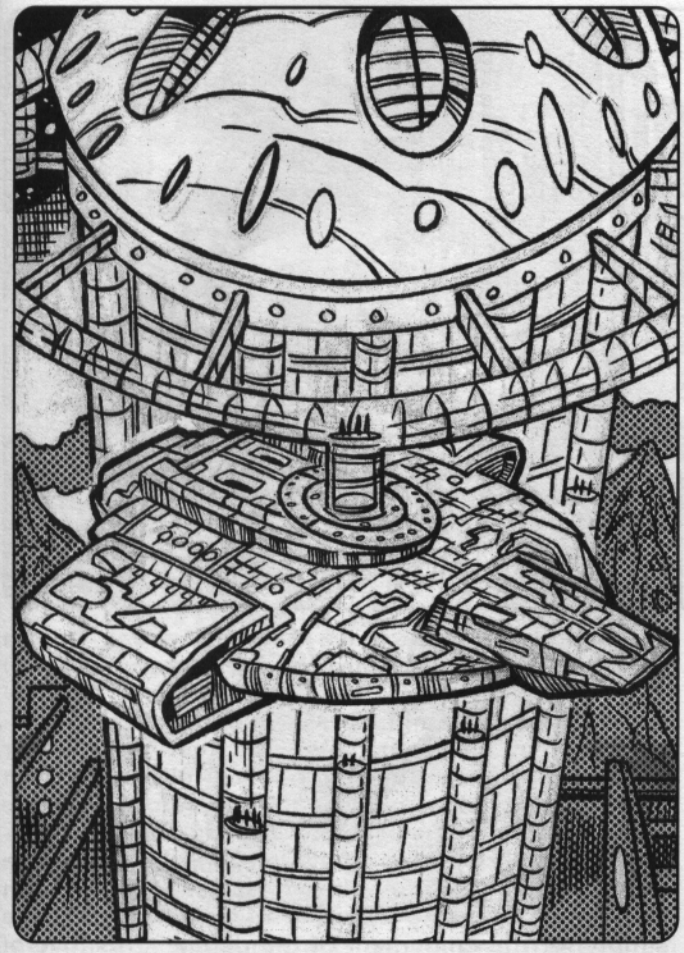
In the midst of Tellar's capital city of Agora sits the Great Debate Hall of Tellar, the seat of the Tellarite government, which is known as the Emporium. It was to this hall that Tarnoc brought the proposal of a unified interstellar government after the first Terran Conventions of 2160, and where the assembled Tellarite government elected to sign the Articles of Federation shortly thereafter. The Debate Hall has been the site of more debates than any other such hall in the entire Federation. Chairs and tables for the five divisions into which the Emporium is divided occupy the center of the hall, while around its perimeter lie rows of seats for spectators and observers. Though spectators are not common on most days when the Emporium is in session, it fills beyond capacity when scheduled debates take place. Most such debates relate to issues before the government, but public debates are also held here when possible, ranging in subject from the latest news of the Federation to issues concerning local communities and cities. Whatever the subject, public debates held in the Great Debate Hall draw large crowds of spectators, some there to support their positions, other simply to enjoy a good argument.

Located in Tellar's southern hemisphere, the Tellarite Engineering Upperschool outshines nearly all other such institutions as the finest engineering school in the Federation. Staffed by the best and brightest Tellarite engineers, as well as some instructors of other races, the Upperschool's reputation for the highest standards of education in the engineering fields is well deserved. Starfleet cadets specializing in engineering often spend a semester here, and some spend considerably more time at the Upperschool than that. Among the more popular and well known Starfleet cadets to have attended the Upperschool are Geordi La Forge, currently the Chief Engineer of the *U.S.S. Enterprise-D*, and Montgomery Scott, Chief Engineer on the original *U.S.S. Enterprise* under the command of Captain James T. Kirk.

HISTORY

Understanding Tellar and its role in the formation of the Federation first requires an understanding of how the Tellarite society evolved into its current form.





This process of social evolution began with the Voice Wars, which occurred at approximately the same time as World War I on Earth.

The Voice Wars began as a result of attempts at science-based social engineering by a number of Tellarite nations. The Tellarites' natural fascination with engineering and mechanical devices led many nations to sponsor and promote "engineered" social and economic systems, none of which were compatible with those sponsored by other nations. After years of failed attempts at imposing these idealized systems upon their people, the Tellarite theorists sought a new approach. Arguing that Tellar's "prescientific" languages were responsible for the people's resistance to the scientific, economic, and social policies, Tellarite engineers derived a number of "scientific" languages in hopes of influencing the thought patterns of the people such that they would be more open to the "engineered" social and economic systems they promoted. Tellarite nations made war upon each other to impose various scientific languages upon their enemies. These so-called Voice Wars spread across the planet, extinguishing many tribal languages and local dialects in order to make room for the newly engineered languages which might one day lead to scientifically perfected societies. These wars consumed the world, with every able body being drafted into service.

As the remaining Tellarite nations stood on the brink of devastation, a mathematician named Cherok began to promote public speeches and civil disobedience. Citing chaos theory, Cherok argued that only through diversity and dissent could peace and harmony ever be achieved, and that scientific economics and politics were little more than illusions. Following Cherok's lead, hundreds of thousands of Tellarites steadfastly refused to speak the new scientific languages. When questioned by soldiers, these rebels would answer "Ukora", the word for "no" in the most ancient and primitive of Tellar's languages. This rebellion spread all over Tellar, eventually leading to the crumbling of the engineered militaries of the Tellarite nations.

The *Ukora* Segment, as Cherok's movement had come to be known, provided the foundation for a new society based on debate, diversity, and personal pride, and also served as the basis for the world government which formed within a few generations of the end of the Voice Wars. From that point on, Tellarites refused to let national allegiances get in the way of free speech, debate, or the exchange of information.

Spaceflight on Tellar began decades before the Voice Wars, and within forty years of the Tellarites' first trip into space via the famed astronaut Ranx they had explored and colonized their entire solar system, establishing colonies on the first, fourth, and fifth

TELLAR

Planet Name: Tellar (Tellar III)

Class: M

System Data: Tellar has one moon.

Gravity: 1.2 G

Year and Day: 400/24

Atmosphere: Oxygen-nitrogen, with trace levels of argon, methane, and sulfur dioxide in the uppermost regions of the atmosphere

Hydrosphere: 65%, concentrated in two large oceans (one each in the northern and southern hemispheres)

Climate: Cold and moist, with seasonal and geographic variations

Sapient Species: Tellarites (7.7 billion), Humans/Miscellaneous Other Species (13 million)

Tech Level: Level Six, with some settlements at Level Five

Government: Representational government formed of delegates from each of the world's nations

Culture: Inquisitive and argumentative culture with a strong focus on technology, engineering, and problem solving

Affiliation: Federation member

Resources: Engineering expertise

Places of Note: Tellarite Space Elevator; Great Debate Hall in Agora, the capital city; Cherok's Span; the Tellarite Engineering Upperschool

Ship Facilities: Several ship repair facilities in orbit around Tellar and Tellar IV

planets, as well as on three of the moons of the sixth planet, Boragus. Although the Voice Wars disrupted the Tellarite space program, soon after they ended the Tellarites developed warp-capable ships, and travel to different star systems demonstrated to the Tellarites the hazards of interstellar space travel. The Tellarite government developed strong concerns about encounters with alien lifeforms, and like the Vulcans adopted a policy of observation of other worlds, avoiding contact when possible. The Tellarites also spent thirty years constructing their famed Space Elevator.

In 2105, the vessel *Shayna Kavic* of Alpha Centauri arrived in the Tellar system. Although Tellar was initially distrustful of the Centaurans' message of peace, relations improved shortly after the Tellarites met the Centaurans. Legends insist that the Tellarites only accepted the Centaurans after they showed the proper respect and admiration for the engineering marvel of the Space Elevator. The Centaurans introduced the Tellarites to Terrans, and when the latter become embroiled in the Romulan-Earth War, the Tellarites allowed the humans to rent the Tellar space docks for starship construction, and even aided in the design and construction of the ships built there. This was the first step in what would later become a productive collaboration between human and Tellarite engineers.

Earth, Vulcan, and Alpha Centauri later invited Tellar, along with Andoria, to join in talks concerning increased trade and defensive alliances among the five worlds—talks which eventually led to the founding of the Federation. Tellar was the first world to sign the Articles of Federation.

POPULATION

Tellarites are slightly shorter and stockier than humans on average, and their bodies are covered with a heavy fur. Their faces resemble other humanoid races, and share the skin coloration of humans and Centaurans, but have piglike snouts for noses. Tellarite males have thick facial hair from a young age, sporting beards at ages as young as 10 years.

Tellarites have an inborn love of debate and argument, seeing any challenge to their position or opinion as an opportunity to debate. Tellarites are not at all shy about expressing their opinions, nor are they shy when it comes to questioning another's position or opinion. Many Tellarites engage in debate merely for the sake of the activity, and have been known to argue the opposite of what they believe simply for the enjoyment of the debate. This love of debate makes Tellarites some of the best debaters in the Federation.

Tellarites also have a strong sense of engineering and mechanics, with an instinctive understanding of how objects work together. Through their clockwork view of the world around them, Tellarites see the galaxy as a vast machine, and seek to understand the workings of that machine. Their curiosity and unwavering determination to make things work drives them to solve problems which appear unsolvable, and to find explanations for those events which defy scientific plausibility.

Though curious and inquisitive, Tellarites do not rush into circumstances which might be dangerous or volatile, and approach most new experiences with a great deal of caution. Once a Tellarite learns the nature of any new experience or circumstance, however, his curiosity takes over and he dives into analysis and study of the new and unknown in hopes of learning as much as possible.

Tellarites seldom back down when confronted with opposition, regardless of the type. Their willingness to take a stand for what they believe makes them pillars of the Federation.

Tellarite culture reflects their inquisitive and argumentative nature. All Tellarites seem born with a love of technology and a drive to make devices and machines more efficient, and many decorate their homes with small, handmade clockwork devices similar to those which adorn Tellar's cities. The Tellarites'

expertise in argument and debate also makes them skilled merchants; some say that only Ferengi are better at handling money than Tellarites.

Spirituality does not play a large role in Tellarite culture, and most Tellarites would probably describe themselves in terms which humans would equate with either agnosticism or atheism. Though they don't look down upon cultures which embrace spirituality, their eminently practical view of their world often causes them to question any culture in which spirituality completely overshadows practicality.

Free speech, public debate, and the free exchange of information are cornerstones of Tellarite society. Embracing these ideals saved the Tellarite people from killing themselves during the Voice Wars centuries ago, and the Tellarites have not forgotten that. Though the resolution of the Voice Wars led to the unified world government which has ruled Tellar ever since, differences between Tellar nations remain in place-but whereas once these differences led to war, now they serve as a source of subjects for debates and arguments.

The scientific and technological advances developed by the Tellarites have contributed, and continue to contribute, greatly to the advancement of Federation and Starfleet interests across the galaxy. Tellarite engineers invented the alloy *duranium*, one of the key materials used in the construction of starship superstructure frames. Working with engineers of other early Federation members, Tellarites helped develop the hull designs which would eventually be used in nearly all Starfleet vessels, including the *Horizon*-class starship (which became the basis for most modern Starfleet starships). They also participated in the development of the means by which dilithium mining became practical, leading to the proliferation of warp-drive travel throughout the Federation, and took the initiative in many other Federation mining projects, such as those projects run by the Tellarite Mining Corporation, as well as the Dytallix Mining Corporation, both which have their headquarters on Tellar.

GOVERNMENT

Tellar's government, the Emporium, takes its name from an ancient Tellarite language, the same tongue from which the word *agora* originates. The name means "unity", an ideal sought by the former warring nations of Tellar after the rise of the *Ukora* Segment and the end of the Voice Wars. The Emporium consists of five divisions of equal size, each composed of representatives of Tellar's various nation-states. A total of 1,000 representatives sit in each division, each individual an elected official from his home nation-state. While the five divisions are of equal size and influence in the government, all nation-states do not seat the same number of representatives in each division. The population of each nation determines the number of representatives it may send to its division of the Emporium.

Each division is further broken down into councils—groups of 100 representatives—drawn evenly from the nations represented in the division. This means that smaller nations with fewer representatives in a division will have seats on more councils within their division, somewhat compensating for their lower numbers by offering them more influence at the lower levels of government.

Though some councils are permanent fixtures within the bureaucracy of a given division, such as the Commerce Council or Judicial Council, many are formed to deal with specific issues and problems, and in the case of temporary situations are dissolved upon resolution of the issue or problem for which the council was formed.

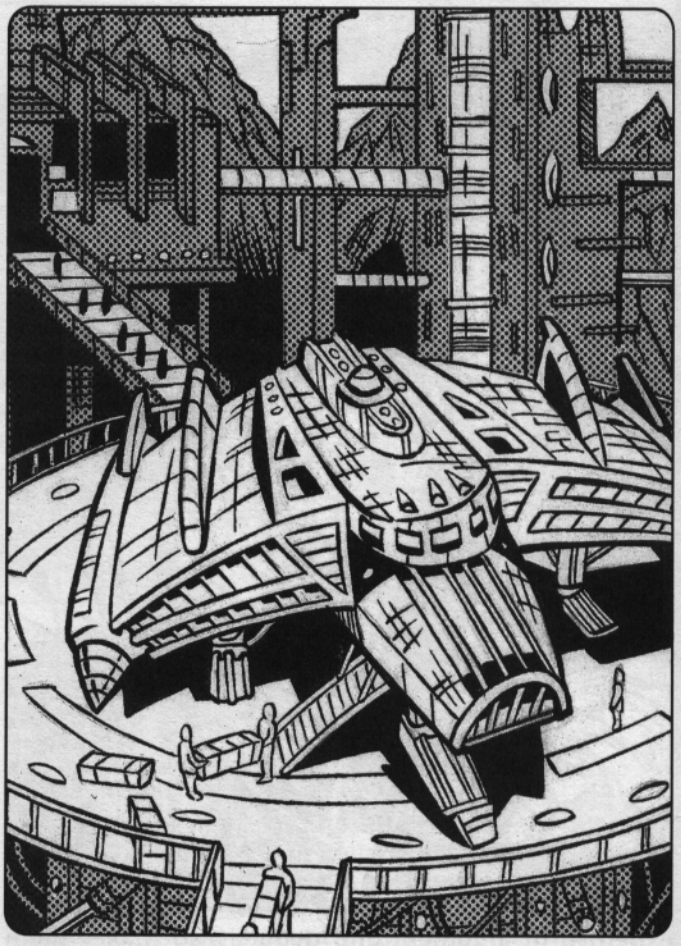
Any representative may bring an issue before the government, but all issues brought before the Emporium must start at the council level. If the issue falls under the jurisdiction of an existing council, that council addresses the issue first; if not, a new council forms to address it. Debate is the first step in evaluating an issue, after which the council votes on the issue. If the issue passes (by receiving a simple majority of supporting votes), the issue then moves on to be addressed by the division, where again debate starts, followed by a vote, this time requiring a two-thirds majority vote to pass. Once passed by the division, the issue is brought before the entirety of the Emporium (all 5,000 members), where once again debate is followed by a vote, requiring a two-thirds majority to pass.

Representatives to the Emporium serve three-year terms, and though there is no limit to the number of terms a single representative can serve, they cannot serve in consecutive terms. The members of the Emporium elect one among them to serve as the *Lor'Empor* or "Voice of Unity", who speaks to the people of Tellar on behalf of the Emporium, and who represents the Emporium to the Tellarite Delegates on the Federation Council (who are also elected by the Emporium) and to the Federation Council itself when necessary. Though "officially" the leader of the Emporium, in fact the *Lor'Empor* enjoys no more power or influence among the assembly than any other representative.

Many outside observers balk at the size of Tellar's government, insisting that such large numbers of representatives render decision-making difficult if not impossible. This might be the case were it not for the Tellarites' love of large bureaucracies and problem-solving. Trails of paperwork and strict rules and regulations concerning every detail of how government business is to be conducted keep the political machinery of the Emporium moving, albeit slowly at times.

STRATEGIC IMPORTANCE

Its location in Beta Quadrant, near both Earth and Alpha Centauri, makes Tellar a key strategic point within Federation space. Were Tellar to fall into enemy hands, that enemy would have a key position from which to launch attacks against a number of important Federation worlds, including Earth and Alpha Centauri. For this reason, the main Starfleet outpost in the Tellar system, Starbase 223, is both large and well-defended.



PRESENT CONFLICTS

During the past several decades, the Tellarites have chosen to give more emphasis to local and domestic matters than to those which concerned the Federation as a whole. This hasn't diminished the role of the Tellarite delegates in the Federation Council, who continue to debate issues at great length, oftentimes even when those issues have little or no bearing on Tellar itself. Few delegates in the Federation Council are surprised when Grillon Brok, the chief Tellarite delegate, challenges their position on a given issue and initiates debate on the matter.

Tellar now finds itself largely free of conflict, both local and interstellar. What few minor conflicts that do exist remain in the commercial sector, as Tellarite-owned companies seek to improve their profits through increased efficiencies and higher prices. These conflicts are few and far between, however, as dealing with the ever-efficient Tellarites remains far easier and cheaper than most alternatives—such as the Ferengi Alliance.

EXPORTS AND IMPORTS

Tellar participates in little traditional exporting of goods. The planet's physical resources are largely unremarkable. In contrast, Tellar receives more than its share of imported minerals, in particular *pollarium*, which is used in the creation of *duranium*. Most such mineral shipments arrive via the Bolarus IX-Tellar trade route

(part of the so-called Mineral Chute), and many come from Tellarite-owned mines, among them Dytallix E, F, and G of the Dytallix Mining Corporation. Tellarite engineers use these minerals in the manufacture of starships in the shipyards above Tellar and Tellar IV.

Tellar also enjoys a healthy amount of merchant business, primarily in technological devices (including the clockwork devices for which Tellarites are so well known). The markets of Tellar remain busy almost constantly, supplied by a steady flow of goods and wares moving along a number of well known trade routes.

NOTED INHABITANTS

Morbren Gaer, representative of the city of Koral, currently serves as the *Lor'Empor*, a post he has occupied for the last two years. Popular with the people of Tellar, Morbren is approaching the end of his current term of service, and rumors abound that he will not seek to serve again.

Another well known Tellarite, Grillon Brok, the Tellarite Ambassador to the Federation Council, is known as one of the greatest debaters in the history of the Federation. Though Brok spends most of his time on Earth to attend to his duties on the Federation Council, he returns home to Tellar whenever possible.

CREATURES

Tellar is home to many unique and fascinating creatures. The best known is the *belvrar*, a bighorn sheep-like creature native to Tellar's mountain ranges. In ancient times its horns were considered symbols of virility. Another noted Tellarite beast is the *aktashar*, or Tellarite eagle, one of the largest known raptors in the galaxy. A full-grown *aktashar* is able to swoop down and carry off an adult Tellarite. Aggressive hunting centuries ago nearly rendered the *aktashar* extinct, but today several populations survive in wilderness preserves.

EPISODE IDEAS

Tellar All: The Crew's ship is ordered to transport *Lor'Empor* Mobren Gaer from Tellar to Earth, where he is to address the Federation Council concerning recent trade agreements which could impact Tellar. This gives the characters a chance to experience some of the more unique facets of Tellar, including visiting the Space Elevator or attending a debate in the Great Debate Hall—and perhaps to prevent some threat to Gaer's life by Tellarite rivals, Ferengi spies, or Orion Syndicate members.

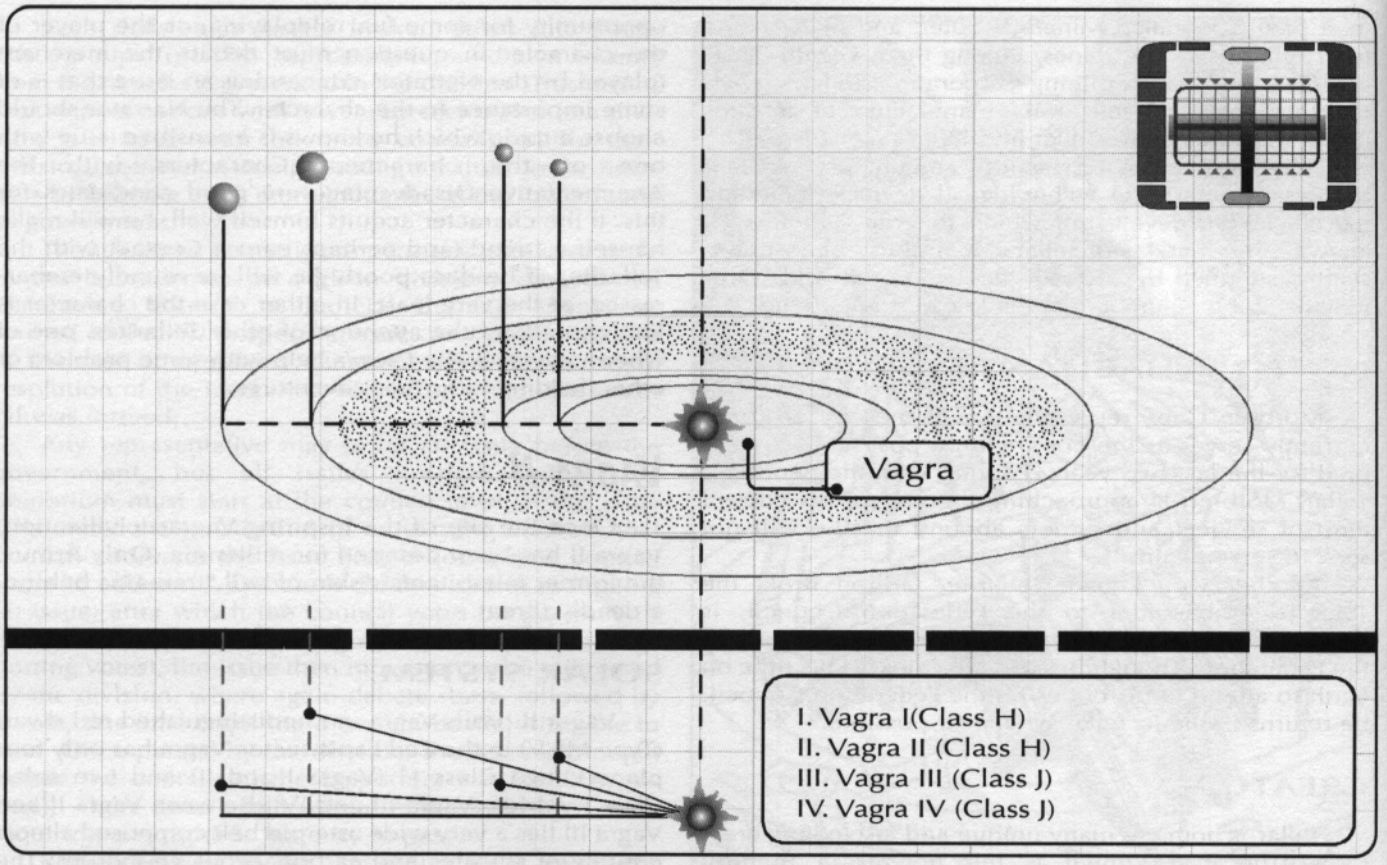
Marketplace of Ideas: While laid over on Tellar as their ship prepares to escort a newly constructed starship to a nearby starbase, the Crew members find themselves in the busy markets of one of Tellar's larger cities. They stumble into a lively debate between rival merchants. The subject of the debate is something which strikes one of the characters close to home, so he shares his opinion on the matter with the debaters and the onlookers assembled nearby. One of the merchants then challenges the character to debate the issue fully, and not simply share his opinion without providing an opportunity for rebuttal. This is an excellent opportunity for some fun roleplaying, as the player of the character in question must debate the merchant (played by the Narrator) concerning an issue that is of some importance to the character. The Narrator should choose a topic which he knows is a sensitive issue with one of the characters. Characters with the Argumentative Disadvantage are good candidates for this. If the character acquits himself well, he will make himself a friend (and perhaps earn a Contact with the Tellarite); if he does poorly he will be roundly embarrassed, at the very least. In either case the character is likely to attract the attention of other Tellarites, one of whom may seek the Crew's help with some problem or other, leading to further adventures.

VAGRA II

Once the site of the inspiring Vagran civilization, Vagra II has been deserted for millennia. Only Armus, the former inhabitants' "skin of evil," remains behind, a deadly threat.

SOLAR SYSTEM

Vagra II orbits Vagra, an undistinguished red dwarf (Type M5 V) in the Zed Lapis sector. Vagra has only four planets, two Class H (Vagra I and II) and two small Class J worlds (Vagra III and IV). Between Vagra II and Vagra III lies a very wide asteroid belt composed almost entirely of silicates and carbonaceous chondrites. The



Vagra system has few usable metals or dense minerals anywhere, although there are traces of millennia-old mining operations.

ENVIRONMENT

Vagra II is hot, arid, and unpleasant. The thin atmosphere is high in contaminants; human life on Vagra II would be impossible to sustain over long periods of time without protective domes. Shallow salt pans, perhaps the sole remnants of long-drained lakes or seas, litter the planetary surface. Evidence in the Vagran ruins suggests the world may have been rich in mineral wealth at some far-off point in its history—current scans indicate nothing worth mining. The planet's mineral resources have apparently been depleted.

LOCATIONS

The most important locations on Vagra II are the Vagran ruins dotting the surface near the drying salt oceans and the marsh where Armus lurks. The Vagran ruins show a disturbing mingling of glorious achievement and artistically nuanced perfection with brutal construction and contempt for large-scale design questions. Vagran technical devices may still operate in buried chambers somewhere on the planet.

Armus' marsh emits occasional energy readings in various wavelengths. Overhead, auroras coalesce and ball lightning flickers, illuminating the entire area with an eerie radiance. At other times, Armus' marsh seems as still and placid as any other stretch of this deserted world.

HISTORY

Thousands of years ago, Vagra II was home to a highly advanced civilization. Determined to accelerate themselves up the evolutionary ladder, the Vagrans sloughed off all evil impulses and psychic energies into a psychoactive collagen solution. The Vagrans became creatures of dazzling beauty and left their once-proud planet behind, a deserted husk. The accumulated "skin of evil" of the Vagran culture became the sentient entity Armus.

In 2364, Armus pulled a passing shuttlecraft from the *U.S.S. Enterprise-D* off course and crashed it. When an away team beamed down to rescue the castaways, Armus murdered Lt. Natasha Yar in cold blood out of pure malice. The *Enterprise* escaped Armus' trap, and Starfleet imposed a quarantine on Vagra II to prevent Armus from ever escaping into deep space.

POPULATION AND GOVERNMENT

Vagra II is an empty world without either.

STRATEGIC IMPORTANCE

Vagra II is of little strategic importance—because of previous events on the planet, Starfleet has declared it a quarantined world and forbids travel to the system. Some persons might see the remnants of Vagran technology as a strategic resource to be uncovered and exploited, but given the presence of Armus, they'd likely be fools to try.

VAGRA II

PLANET NAME: VAGRA II

CLASS: H

SYSTEM DATA: VAGRA II HAS NO MOONS.

GRAVITY: 1.12 G

YEAR AND DAY: 366/26

ATMOSPHERE: THIN OXYGEN-NITROGEN ATMOSPHERE AT LESS THAN EARTH-NORMAL PRESSURE; HIGH SULFUR DIOXIDE AND METHANE CONTAMINATION

HYDROSPHERE: 16% SURFACE WATER CONCENTRATED IN SHALLOW SALT PANS AND THE POLAR CAPS

CLIMATE: HOT AND ARID

SAPIENT SPECIES: ARMUS (SEE TEXT)

TECH LEVEL: NONE

GOVERNMENT: NONE

CULTURE: NONE

AFFILIATION: EMPTY WORLD; LISTED AS "HAZARDOUS" AND QUARANTINED BY THE FEDERATION

RESOURCES: UNKNOWN, ALTHOUGH GEOLOGICAL SURVEYS INDICATE THAT MOST USEFUL MINERALS ARE MINED OUT.

PLACES OF NOTE: THE HOME OF ARMUS IS THE PRIMARY PLACE OF INTEREST, IN THE LOWEST POINT ON THE PLANET'S SURFACE. VAGRAN RUINS DOT THE SHORES NEAR THE SALT PANS.

SHIP FACILITIES: NONE

NOTED INHABITANTS AND CREATURES

Vagra II's only inhabitant or remaining living creature (besides a number of bacteria, a few hardy mold species, and a nine-legged silverfish) is Armus, the sum total of all the evil in Vagran civilization. Armus resembles an oil slick, but can assume a humanoid form if he desires. Armus can attack physically, by sucking victims into his oily "body," or by emitting deadly energies. Armus can project force fields and other energies, including enough to pull passing shuttlecraft into collision with the planet. Armus' fields weaken if he is provoked to wrath. Without a suitable vehicle, however, or enough metal to construct one, Armus remains trapped on Vagra II.

EPISODE IDEAS

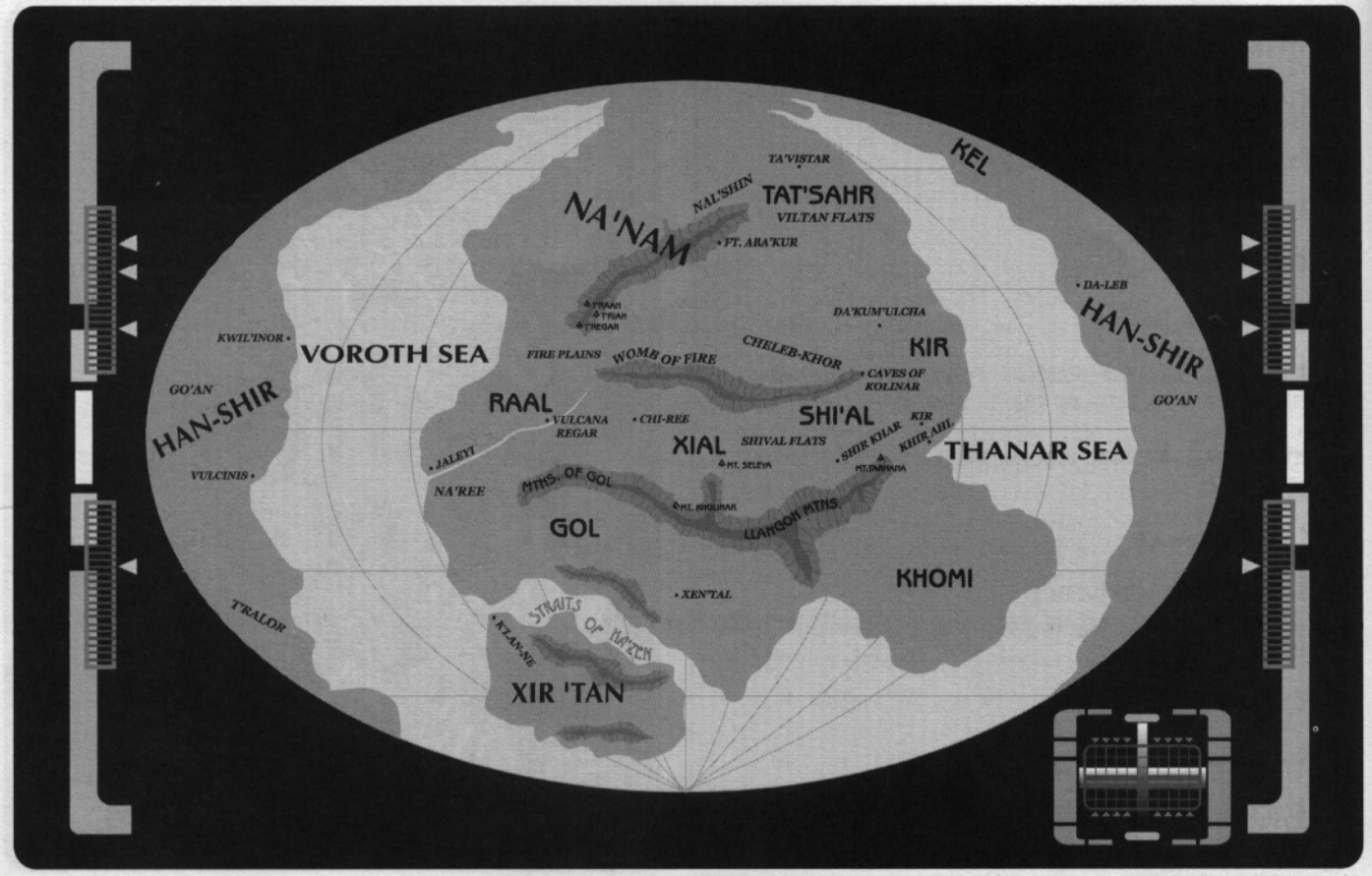
Fool's Quest: An ambitious archaeologist sneaks past the Federation quarantine to study the Vagran ruins. Does he fall afoul of Armus? Become a slave to his will? Accidentally liberate him from the planet's surface? Depending on the answers to these questions, and on how soon Starfleet and the Crew discover the intrusion, this episode could be a planetbound race against time, a subtle tale of infiltration and evil, or a major threat to the Crew's ship and the Federation itself.

Blockade Runner: Rather than an archaeologist, the intruder is a Ferengi smuggler searching for the Vagran treasure the Federation hides behind its trumped-up "quarantine." Or the intruder is a Cardassian or Romulan agent convinced that the Federation maintains a secret base or research station concealed on Vagra II. Did Armus plant these rumors telepathically?

What Price Beauty?: A Starfleet ship checking on Vagra II encounters one of the disembodied but utterly beautiful Vagrans. Consumed with guilt and charity, the Vagran is determined to rescue Armus from exile on Vagra II and seek his forgiveness. How can the Crew convince this advanced being that Armus is beyond redemption? Or is he?

VULCAN

Well known to most inhabitants of the galaxy as the homeworld of the Vulcan people, the planet Vulcan is a hot, arid world which nevertheless became the cradle of one of the Federation's greatest civilizations. Its people have contributed, and continue to contribute, much to the United Federation of Planets; their unswerving logic and devotion to duty are well regarded by all Federation citizens.



Visitors to Vulcan often expect to find a stale, sterile place where everyone is devoted to logic and nothing exciting or unusual happens. Nothing could be further from the truth. Within the confines imposed by the Vulcans' devotion to logic, their planet is a fascinating and intriguing place, home to millennia-old traditions, which offers much of interest to the discerning. Being logical doesn't mean being boring, after all.

SOLAR SYSTEM

Vulcan—or *Ti-Valka'ain*, to give its name in the Vulcan tongue—is a Class M world orbiting a trinary star. Its three suns are Vulcanis A (Ko'vel) (a Type K1 V [orange dwarf] star), the primary sun; Vulcanis B (a Type D VII [white dwarf] star); and Vulcanis C (a Type M4 V [faint red dwarf] star). Vulcanis B and C orbit each other at a distance of 400 AU from Vulcanis A. Over the last two millennia, the standard scientific names of Vulcanis B and C have been replaced with Surak (for B) and Sudoc (for C). However, for ease of discussion with other Federation citizens, Vulcans tend to use the standard scientific nomenclature for their home planet and system planets, instead of their traditional names for them.

In addition to Vulcan (Vulcanis II), there are five other planets in the Vulcanis system: Ket-Cheleb (Vulcanis I) (Class F), Valdena (Vulcanis III) (Class K), Telalep (Vulcanis IV) (Class K), Kal-ap-ton (Vulcanis V) (Class J superjovian), and Kir-alep (Vulcanis VI) (a smaller Class J subjovian). There are also two asteroid belts, one inside the orbit of Vulcanis I and one between Vulcan and Vulcanis III.

ENVIRONMENT

Vulcan is a hot, dense world with little water and an atmosphere which, compared to Earth's, is quite thin—the atmospheric pressure is 0.74 times that of Earth, equal to the Earth's air pressure almost 2.5 kilometers above the surface.

Only 28% of the Vulcan surface is covered by water. Most of that water is concentrated in two warm, relatively shallow oceans, the Voroth Sea and Thanor Sea. Rivers, lakes, and other bodies of fresh water are comparatively rare. Vulcan is a desert planet marked by mountainous terrain (often containing extensive cave networks); rocky, cindery, semibarren plains; and many active volcanoes, geysers, hot springs, and similar geologic phenomena.

A few lush, fertile areas dot the planet along the shores of the two great seas. These areas not only include virtually all of Vulcan's farmland, but also contain vast nature preserves where old-growth forests and jungles, along with the creatures inhabiting them, can survive and thrive. Many of Vulcan's cities are also located in these fertile regions and/or next to the oceans; the population in the deep deserts and mountains is, understandably, relatively light.

Vulcan's desert climate, coupled with its thin atmosphere and the relatively low level of environmental ozone, can make Vulcan a very uncomfortable place for humans, Centaurans, and others. Without protective lotion or regular pseudomelanin injections, humans living on Vulcan can develop skin cancers within a decade. Vulcans, of course, long ago adapted

to the conditions on their homeworld; they have a second eyelid to reduce the glare caused by three suns, skin tone and biochemistry which tend to prevent the formation of skin cancers, and sufficient physical strength and lung capacity to overcome the thin atmosphere.

Vulcan's land consists mainly of three continents. The first two, Na'nam and Han-shir, are immense landmasses similar to the continents of Earth. Each is divided into several provinces whose boundaries date back to the Age of Antiquity. Na'nam is the home of ShirKahr (Vulcan's capital), Vulcana Regar (well known to most visitors as the site of Vulcan's primary spaceport), and several other important locations, such as Mount Seleya. Han-shir contains three major cities (Kwil'inor, Vulcinis, and Da-leb) and the enormous T'ralor Preserve (which contains many examples of otherwise extinct Vulcan wildlife).

The third continent, Xir'tan, is an island (much like Australia on Earth, but slightly larger). Xir'tan is the most tectonically unstable area on the planet; it has over forty active volcanoes and is frequently wracked by seismic quakes. For this reason it is only sparsely inhabited; most of the "residents" are in fact geologists, other scientists, or personnel from the Vulcan Mining Institute or private companies.

LOCATIONS

On the continent of Na'Nam lies the Vulcan capital city, ShirKahr. With its mathematically precise geometric buildings, ShirKahr is the essence of the ideal Vulcan city. It is home to many artists, scholars, and scientists in addition to Vulcan's political leaders.

VULCANIS SYSTEM

System Name: Vulcanis (also called Ko'vel or 40 Eridani).

Affiliation: Core system of the Federation

System Type: Trinary: Vulcanis A (Ko'vel) (Type K1 V, orange dwarf star) is the primary, Vulcanis B (Type D VII, white dwarf) and Vulcanis C (Type M4 V, faint red dwarf) orbit each other at a distance of 400 AU from Vulcanis A. Over the last two millennia, the old names of Vulcanis B and C have been replaced with Surak (for B) and Sudoc (for C), representative of the twin forces of logic and emotion.

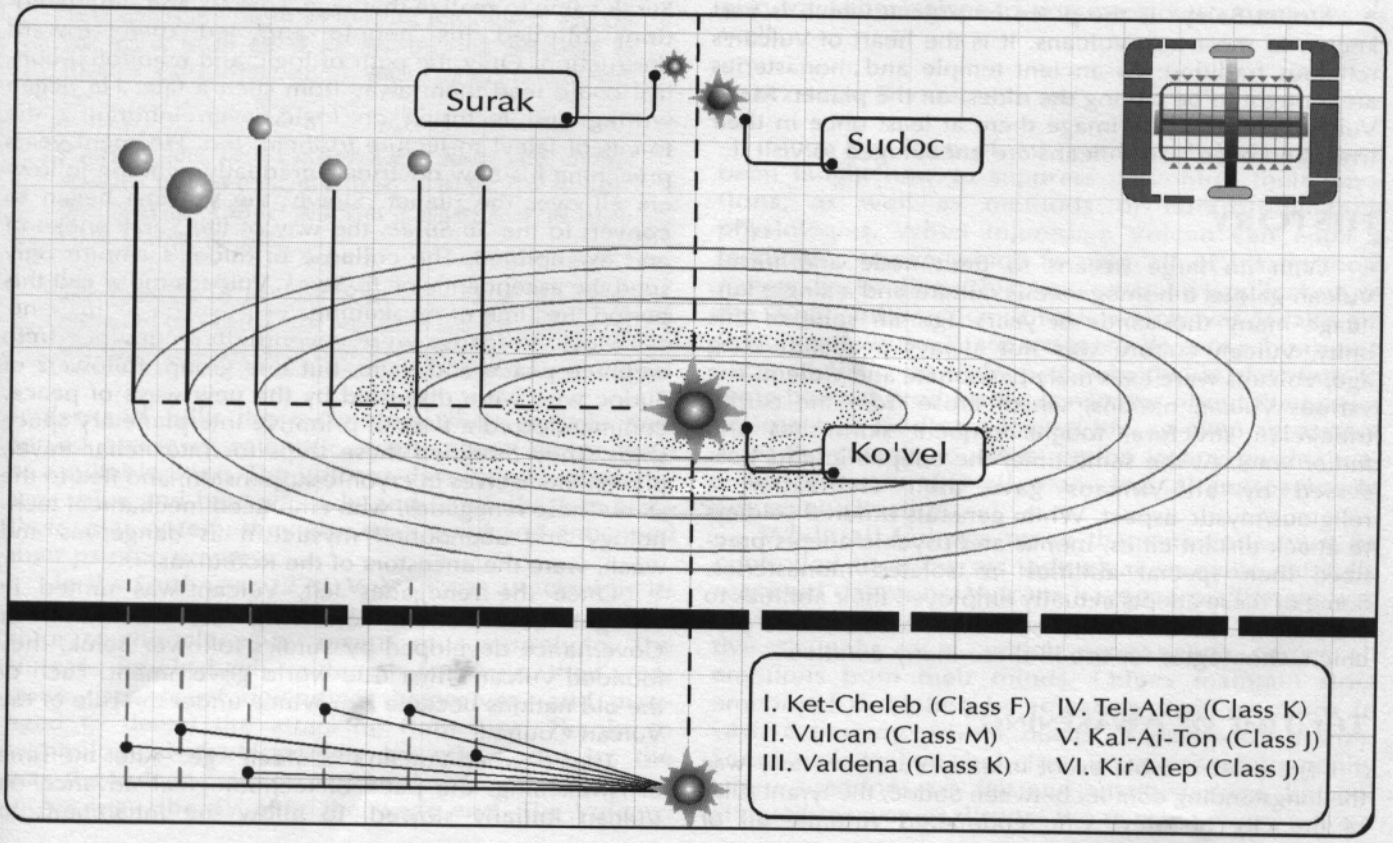
Inhabited Planets: Vulcan (Vulcanis II) is the only main inhabited planet in the Vulcanis system, although scientific colonies and religious retreats dot many other bodies in the system.

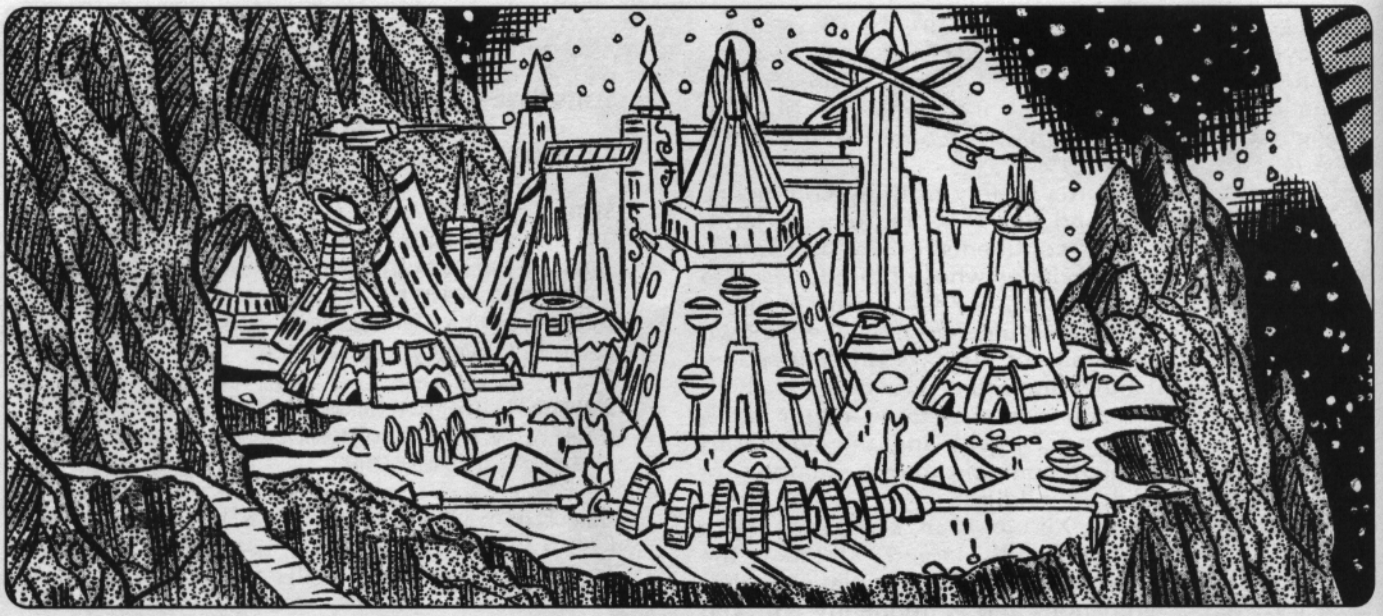
Other Planets: Ket-Cheleb (Vulcanis I) (Class F), Valdena (Vulcanis III) (Class K), Tel-alep (Vulcanis IV) (Class K), Kal-ap-ton (Vulcanis V) (Class J superjovian), and Kir-alep (Vulcanis VI) (a smaller Class J subjovian)

Other Stellar Objects: Two asteroid belts, one inside the orbit of Vulcanis I and one between Vulcan and Vulcanis III.

Artificial Objects: Many astronomical probes and orbiting telescopes operating under the auspices of the Vulcan Science Academy (or owned privately by individual researchers), a solar monitoring station inside the orbit of Vulcanis I, and a Starfleet-caliber spacedock as part of the Vulcan Space Center around Vulcanis III

SIS: The home of the Vulcan race.





The Vulcan Science Academy, home of many of the Federation's finest scientists, is located in the Raal province, in the mountainous border city of Vulcana Regar. This institution has become especially famous for its departments of comparative biology and subspace studies.

The Vulcan Institute of Defensive Arts, the world's chief school of military tactics and martial arts, lies in the small city of Pakil Nosa in the arid Kir province. Several monasteries which teach exotic psychic disciplines are also located in the rugged mountains of Kir province.

Mount Seleya is the place on Vulcan which is best known to most non-Vulcans. It is the heart of Vulcan's religious tradition; its ancient temple and monasteries are thought to be among the oldest on the planet. Many Vulcans make a pilgrimage there at least once in their lives, and even non-Vulcans are encouraged to visit it.

HISTORY

With no large oceans to limit trade and travel, Vulcan gained a homogeneous culture and a single language many thousands of years ago. In spite of this unity, Vulcan culture was not always peaceful. Long ago, Vulcans were extremely passionate and violent. The various Vulcan nations, which arose from the earlier tribal/clan structure, fought frequent skirmishes and minor wars. At the same time, the telepathic gifts possessed by all Vulcans gave their civilization a religious/mystic aspect. While generals ordered soldiers to attack distant cities, monks and psychic adepts practiced their special abilities in isolated monasteries. Some of these adepts actually employed their abilities to aid Vulcan leaders, while others produced exotic psychic technologies for use in these many conflicts.

The Time of Awakening

The most notable event in early Vulcan history was the longstanding conflict between Sudoc, the tyrant ruler of the city of Jaleyl who conquered virtually all of Vulcan, and the city of ShirKahr. Vulcan has always been wracked by interclan strife and warfare, but the wars between Jaleyl and ShirKahr were the most violent the planet had ever seen. Only the rise of the greatest figure in Vulcan history, Surak, prevented them from dragging on to the point where the entire planet was ruined.

Surak was born in ShirKahr to one of the great houses. As a child of privilege, he possessed all that he desired and could do just about anything he pleased. However, his outlook on life changed when assassins sent by Sudoc murdered his entire family, and his best friend Senet was killed on the front lines of the war. Surak came to realize that rage, sorrow, and other emotions blinded his people and led them toward destruction. Only the path of logic and emotional control could lead them away from such a fate. He began writing and lecturing on logic, even infiltrating the forces of Jaleyl to lecture to them, too. He spent years preaching his new doctrines, gradually winning followers all over the planet. Slowly the Vulcans began to convert to the *Tu-Surak*, the way of life Surak spoke of and exemplified. The collapse of Sudoc's empire only sped the ascendancy of *Tu-Surak*. Vulcans today call this period the Time of Awakening.

Most Vulcans were eventually convinced to embrace peace and logic, but one group, followers of Sudoc who were disgusted by the new ways of peace, commandeered a fleet of primitive interplanetary space ships. They modified these ships for interstellar travel, placed themselves in cryonic suspension, and fled to the stars. These renegades, who embraced mechanical technology and abandoned mysticism as dangerous and weak, were the ancestors of the Romulans.

Once the renegades left, Vulcan was united in thought and belief. Following the Theorems of Governance developed by Surak's follower Selok, they founded Vulcan's first true world government. Each of the old nations became a province under the rule of the Vulcan Council.

Thus dawned Vulcan's "Golden Age." After the Time of Awakening, the pace of technological advance on Vulcan initially slowed, to allow the inhabitants to

VULCAN

PLANET NAME: VULCAN (TI-VALKA'AIN, 40 ERIDANI II, OR VULCANIS II)

CLASS: M

SYSTEM DATA: VULCAN HAS NO MOONS.

GRAVITY: 1.4 G

YEAR AND DAY: 250.1/27.6

ATMOSPHERE: NITROGEN-OXYGEN, WITH RELATIVELY HIGH LEVELS OF ARGON, RADON, AND CARBON DIOXIDE. ATMOSPHERIC PRESSURE RATHER LIGHTER THAN EARTH; VULCAN'S AIR IS THIN.

HYDROSPHERE: 28% SURFACE WATER CONCENTRATED IN TWO WARM SEAS

CLIMATE: ARID AND HOT THROUGHOUT WITH LITTLE SEASONAL VARIATION; VULCAN IS A DESERT PLANET.

SAPIENT SPECIES: VULCANS (ABOUT 1.5 BILLION)

TECH LEVEL: LEVEL SIX (ALTHOUGH, FOR TRADITIONAL REASONS, LEVEL THREE TECHNOLOGY REMAINS QUITE VISIBLE)

GOVERNMENT: REPRESENTATIVE OLIGARCHY WITH FEUDAL AND THEOCRATIC ELEMENTS

CULTURE: LOGICAL, PEACEFUL, AND TRADITIONAL IN ALMOST EQUAL MEASURE

AFFILIATION: CORE WORLD OF THE FEDERATION

RESOURCES: VULCAN'S MAIN RESOURCE IS ITS SCIENCE, AND TO A LESSER EXTENT THE PRODUCTS OF ITS HEREDITARY AND TRADITIONAL ARTISTIC SCHOOLS. BOTH HAVE MADE VULCAN CULTURE ONE OF THE MOST INFLUENTIAL THROUGHOUT THE FEDERATION. VULCAN ALSO PRODUCES RARE MINERALS AND ORES, ESPECIALLY TRILLIUM.

PLACES OF NOTE: VULCAN'S RELIGIOUS HEART IS MOUNT SELEYA, ALTHOUGH MONASTERIES AND OTHER CONTEMPLATIVE CENTERS DOT THE SURFACE OF THE PLANET. OFFWORLDERS USUALLY RESTRICT THEIR TRAVEL TO VULCANA REGAR, THE LARGEST CITY, OR SHIRKAHR, THE CAPITAL.

SHIP FACILITIES: THE MAIN SUCH FACILITY IS THE VULCAN SPACE CENTER, ALTHOUGH THE CITIES VULCANA REGAR AND VULCINIS BOTH HAVE SPACEPORTS AND GEOSYNCHRONOUS STATIONS CAPABLE OF SPACEDOCK SERVICE.

understand fully the technology they already possessed. However, scientific progress soon began again at a suitable pace. The Vulcans developed interplanetary ships and began slowly and carefully to explore their solar system; they also developed and enhanced their psionic powers.

In the Earth year 1270, Vulcan was attacked by its former brothers, the Romulans, who brought a fleet of ships to the planet by means of a wormhole. The Vulcans fought back—although pacifistic, they were quite capable of defending themselves—and managed to defeat the attacking Romulans. Thanks to technological developments brought about by the war, the Vulcan scientist T'Vran developed warp drive technology shortly after the war's end. The Vulcans carefully and cautiously began exploring the universe around them. In 2063, a Vulcan survey ship performing a routine survey of the Sol system detected warp signatures from the *Phoenix*, the first warp-capable human ship. The scientific survey ship *Vesaya* followed the *Phoenix* back to Earth and initiated first contact with the human race on April 5, 2063.

After this initial contact, Vulcan advisors and scientists traveled to Earth and helped it rebuild from the ravages of its earlier atomic war. In 2113 the Vulcans helped Earth establish its first true world government, and in 2161 Vulcan became one of the founding worlds of the United Federation of Planets. Since then, Vulcan has been one of the more active worlds in the Federation. Vulcan scientists, diplomats, and mediators can be found throughout the Federation as champions of peace, logic, and justice. (For more on Vulcan's past, see ***The Way of Kolinahr: The Vulcans***).

POPULATION

Vulcans are humanoids with green, copper-based blood who have evolved greater strength and endurance to cope with their world's harsh conditions. All Vulcans have greenish-tinted skin of varying hues, dark hair, and pointed ears. They possess keen hearing and have an inner eyelid to protect them from the planet's higher level of ultraviolet radiation.

Vulcans possess telepathic abilities. While some Vulcans study the psychic arts and develop remarkable powers, most are capable only of performing a telepathic mind-meld. For most Vulcans, performing a mind-meld is a deeply personal act, usually only performed with lovers or close friends. Many Vulcans also train themselves to possess eidetic memories as well.

EMOTION SUPPRESSION

Since the Time of Awakening, all Vulcans have been taught how to suppress or control their emotions, as well as methods of controlling their physiologies. When injured, a Vulcan can enter a meditative trance which focuses all of his personal energy on healing. This training is an application of the study and practice of logic which was Surak's gift to Vulcan culture. There are many diverse schools and sects of logic on Vulcan. A worldwide devotion to logic has not produced a consensus about the proper approach to leading a logical life, or even agreement as to the proper course of action in any given situation. There are, after all, many logical approaches to any given situation.

While all Vulcans agree that emotions must be controlled to allow an individual to make carefully reasoned decisions, Vulcans have many different way of dealing with emotions. Some train for the exhaustive *Kolinahr* ritual, which permanently purges all emotions from their minds. Others maintain strict emotional discipline by releasing their emotions in vast, extremely private bursts of passionate frenzy. Some seek to live their lives in a peaceful serenity where emotions are felt and acknowledged, but not allowed to sway or distract the mind.

Vulcan Traditions and Rituals

Vulcans are extremely long-lived; a 200-year lifespan is not uncommon. This longevity has given Vulcan culture a great respect for tradition. Combined with the mysticism inherent in Vulcan culture, this respect has made Vulcan society highly ritualized. The violence and passion which previously dominated Vulcan have been constrained and directed by carefully designed rites and elaborate ceremonies. To prevent rash decisions, lengthy meditations are conducted before all important government debates or meetings, and the previous Vulcan passion for violence has been channeled into elaborate, and rarely used, codes of dueling. One example is the seldom invoked *koon-ut-kal-if-fee,* a ritual mating combat which is often to the death.

This ritual, along with the *koon-ut so'lik* (rite of marriage proposal), is part of the most highly constrained and ritualized aspect of Vulcan behavior, the *pon farr.* The Vulcan emphasis on ritual is designed to control various innate emotional drives, and the violence of the *pon farr* is one of the most powerful of these. *Pon farr* is the Vulcan period of mating, occurring every seven years in adult Vulcan males. During *pon farr,* Vulcan males become highly emotional and may become violent if anything thwarts their ability to seek a mate. If a Vulcan is not allowed to mate during this time, he can even die from the chemical imbalances *pon farr* produces. The elaborate Vulcan marriage and mating rituals serve to direct this frenzy into culturally acceptable channels. Prominent families still engage in the ancient practice of using a mind-meld to bond their children telepathically when they are seven years old. This bond, which is similar to a betrothal, irresistibly draws the parties together during *pon farr.*

Most important Vulcan rituals are presided over by priests. In the far past all senior Vulcan priests and sect leaders were female. Since the Time of Awakening, both women and men can hold high religious office, but tradition has ensured that most priests are still female. Priests wield a great deal of power in Vulcan society. The leaders of the various sects in a province gather together to choose a high priestess or priest for the province.

GOVERNMENT

Vulcan has had a unified world government for the last 2,000 years. The planet is divided up into fifteen provinces, whose boundaries are based upon those of the ancient Vulcan nation-states. The planetary government is referred to simply as the Vulcan Council.

The Vulcan Council, the smallest planetary government in the Federation, consists of seven members: the Ministers of State, Defense, Security, Trade, Thought, Science, and Health. These seven individuals are elected for ten-year terms. Anyone is eligible to run for this office, but in truth the system is a meritocracy—only the best and wisest are chosen to lead Vulcan. Each of the seven seats is elected separately, and every citizen of Vulcan votes for each of the seven members. The Vulcan Council makes all decisions by consensus, and debate continues until one is reached.

The Council is in charge of all major governmental decisions on Vulcan. It typically meets on a weekly basis; at these meetings each of the Ministers reports on the conduct of his department during the previous week and brings any significant matters to the Council's attention. The actual passage of new laws or revision of old ones is relatively uncommon; the laws Vulcan needed were established long ago, and do not usually need to be changed or updated. Political infighting, jurisdictional squabbles, and bureaucratic inefficiency are all extremely rare, though intense debates are frequent when important issues are raised. The Minister of State is generally regarded as the "leader" of the Council, though all ministers are equally powerful.

On the local level, each province has a governor. However, the old ruling families of the fifteen provinces still exist. Each "great house" has an aristo-

cratic leader who often possesses significant influence or political power (either locally or globally), even if he does not hold formal office.

STRATEGIC IMPORTANCE

Vulcan is one of the founding worlds of the Federation. Its scientists and diplomats have been indispensable to the Federation's continued prosperity and even its survival. Vulcan's value to the Federation is often considered to be second only to Earth's. Vulcan is also the original homeworld of the Romulans. In 2368 the Romulan Star Empire made an unsuccessful attempt to capture Vulcan and reunify the Vulcan and Romulan peoples, under the direction of the Romulans. While the Federation has now been warned of these plans, many political analysts assume that the Romulans are likely to try to conquer Vulcan again.

PRESENT CONFLICTS

The most well known conflict on Vulcan involves the Vulcan Isolationist Movement. This group is composed of a small number of radicals who believe that contact with alien cultures has polluted Vulcan culture and destroys the purity of the Vulcan way of life. While widely regarded as a fringe movement, the VIM's membership has grown in recent years. Some Federation officials worry that the Vulcan Isolationist Movement may have ties to the Romulan government.

Even if they have no contact with the Romulans, the more extreme members of this movement have proven that they are quite willing to perform terrorist activities to further their cause. Many Vulcans worry that if the Movement continues to grow, violence on Vulcan could increase. Vulcan is one of the founding worlds of the Federation, so any serious attempt to secede would have profound affects on the entire Federation. Vulcan leaders currently treat the Isolationist Movement as a purely internal problem, but Federation observers are concerned.

The reunification movement with Romulus continues to grow. This movement, based upon the recent writings of Ambassador Spock, supports sending teachers and covert aid to rebels in the Romulan Star Empire to help the Romulan people reclaim their Vulcan heritage. While recognizing its noble goals, several Federation military leaders are concerned that these people might secretly be controlled by Romulan agents.

EXPORTS AND IMPORTS

Vulcans abandoned most forms of ordinary commerce among their own people after the Time of Awakening. On Vulcan everyone is expected to perform the tasks he does best and/or "enjoys" the most. Vulcan education teaches how to lead a good life and helps Vulcans discover their particular calling. Once a Vulcan finds a possible calling he is apprenticed to a recognized master of that trade. He performs this task to the best of his ability, which is seen as an end in itself; attracting clients, making a profit, and similar goals are regarded as wholly irrelevant.

While the internal economy of Vulcan does not involve conventional commerce, Vulcan engages in active trade relations with numerous other worlds. Many offworld traders come to Vulcan and some Vulcans consider trade their true calling. Most trade between Vulcan firms and outsiders is entirely nonmonetary. Instead, merchants and traders barter for local goods with nonreplicable items brought from distant parts of the galaxy.

Many Vulcans enjoy owning art, especially nonreplicable handmade works. Large trees are quite rare on Vulcan, so works made of exotic woods are especially popular. Most Vulcans also love music and musical instruments. New music and unusual instruments are well liked on Vulcan, and exquisitely made Vulcan lutes and other fine musical instruments are in great demand throughout the Federation.

Vulcan cuisine is also highly advanced. Its rare and delicate spices and other ingredients will always find a ready market. Similarly, Vulcan drinks, especially Vulcan port and Vulcan spice tea, are especially popular commodities all over the galaxy. While Vulcans consider strong perfumes and other overpowering scents uncivilized and rude, delicate scents (especially pure, nonreplicated, botanical scents from plants unavailable on Vulcan) are in high demand. While holonovels are not widely used, actual novels and books, whether in physical or digital form, are always popular.

Along more practical lines, precision scientific and medical instruments made on Vulcan are in high

demand, and many users consider Vulcan-made sensors and navigational gear to be the best available in the Federation. Vulcan medicine is among the most advanced in the Federation, and Vulcan-made medical equipment is also preferred on many worlds, especially on Andoria and Earth.

NOTED INHABITANTS

Vulcans play an extremely important role in the Federation, and many Vulcans hold positions of considerable authority or are otherwise well known. The most notable ones include:

Ambassador Sarek served as Vulcan ambassador to the Federation until shortly before his death in 2368. Born in 2165, only four years after the Federation was founded, he was one of the most influential Vulcans of his day. In 2267 Sarek took part in the historic Babel conference; he is credited with helping the planet Coridan gain membership in the Federation. In 2293 he participated in the Khitomer conference, which opened the way for the peace accords between the Federation and the Klingon empire, and in 2366 he single-handedly concluded a treaty between the Federation and the Legarans which he had been negotiating for over 93 years. Sarek died on Vulcan; his third wife, Perrin, and his son, Ambassador Spock, survive him.

Born in 2230 to Ambassador Sarek and his human wife Amanda, Spock is of mixed human-Vulcan ancestry. While his father wished him to attend the Vulcan Science Academy, Spock chose to become the first Vulcan to join Starfleet. He served as chief science officer abroad the original *U.S.S. Enterprise* and later commanded that ship as captain. During his tour of duty Spock died saving the *Enterprise* from Khan Noonien Singh and was reborn on the unstable Genesis planet.

After he retired from active duty, Spock took up a career as a Starfleet diplomat. In 2293 Ambassador Spock acted as a special Federation envoy to the Klingon government, and in 2368 he secretly traveled to Romulus to help negotiate the ill-fated Romulan-Vulcan reunification treaty. When this treaty turned out to be a Romulan plot to conquer Vulcan, Spock remained on Romulus in an attempt to teach Vulcan logic and culture to Romulan dissidents and reformers. Since that time Spock has also helped several Romulan officials defect to the Federation.

T'Lar is one of the highest-ranking priestesses on Vulcan. In 2285, at the request of Ambassador Sarek, T'Lar successfully performed the ancient and legendary *fal-tor-pan* ritual to reunify Spock's *katra*, or soul, with his regenerated body. A staunch traditionalist, she shares some of the VIM's concerns about Vulcan cultural purity. However, she abhors violence in any form and has publicly denounced the Isolationist Movement. Today she is 228 years old, but her health remains good, and she remains an active and dedicated priestess.

Admiral T'Lara has served more than forty years in Starfleet. While she originally served as a diplomat, in recent years she has become heavily involved in Federation legal matters and is considered likely to become the next head of the Starfleet Judge Advocate General. She works to uphold both the spirit and the letter of the law and has put forward several changes in Federation law, including reforms aimed at strengthening the Seventh Guarantee and limiting the use of telepathic scans in legal investigations.

CREATURES

In spite of Vulcan's harsh conditions, numerous lifeforms exist there. Perhaps the best known Vulcan animal is the *sehlat*.

The *sehlat* is a popular Vulcan pet, especially with children. Caring for a pet is regarded as a task which teaches children responsibility and compassion, so most Vulcan parents encourage their children to own pets. The *sehlat* is a furry quadruped with tan or brown fur, a short muzzle, and blunt claws designed for climbing; it fills the same ecological niche on Vulcan as bears do on Earth (though it sometimes runs in packs like wolves). Many humans refer to the *sehlat* as the "Vulcan teddy bear;" visitors are often surprised to discover that the sehlat is a 70-350 kg animal with 15-cm fangs.

NEWBORN SEHLAT

In the wild the *sehlat* lives in temperate forests and mountains (some varieties can also thrive in desert mountains). It is an omnivore which uses its long fangs to help it dig up roots, grubs, and burrowing animals.

Vulcan has many well known forms of desert flora as well. These include the *cir-cen*, a cactuslike plant which stores water (the plant's name is said to derive from the ancient words for "traveler's savior"), and the *g'teth*, a desert bush whose berries are used to make the delicious Vulcan mocha drink.

EPISODE IDEAS

By the Sword: Starfleet Intelligence believes radical members of the Vulcan Isolationist Movement seek to raise tensions between Vulcan and the rest of the Federation by arranging for the assassination of an important Federation official, Caroline McCallister, while she visits Vulcan. The Crew's ship transports McCallister to Vulcan, and Starfleet assigns the Crew the task of protecting her. For an added story complication, perhaps romantic attraction blossoms between McCallister and a member of the Crew.

T'Shaan: An influential Vulcan priestess, T'Shaan, travels aboard the Crew's starship to a Vulcan colony world to perform an important ceremony. Starfleet believes T'Shaan is somewhat sympathetic toward the Vulcan Isolationist Movement, and hopes that contact with Starfleet personnel may help improve her opinion of "offworlders." She is quite demanding and somewhat disdainful of non-Vulcans, but if the Crew manages to impress her, some of them may be invited to the ceremony, and might help to reduce her mistrust of non-Vulcans.

EARTH

ANDORIA

ALPHA CENTAURI

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